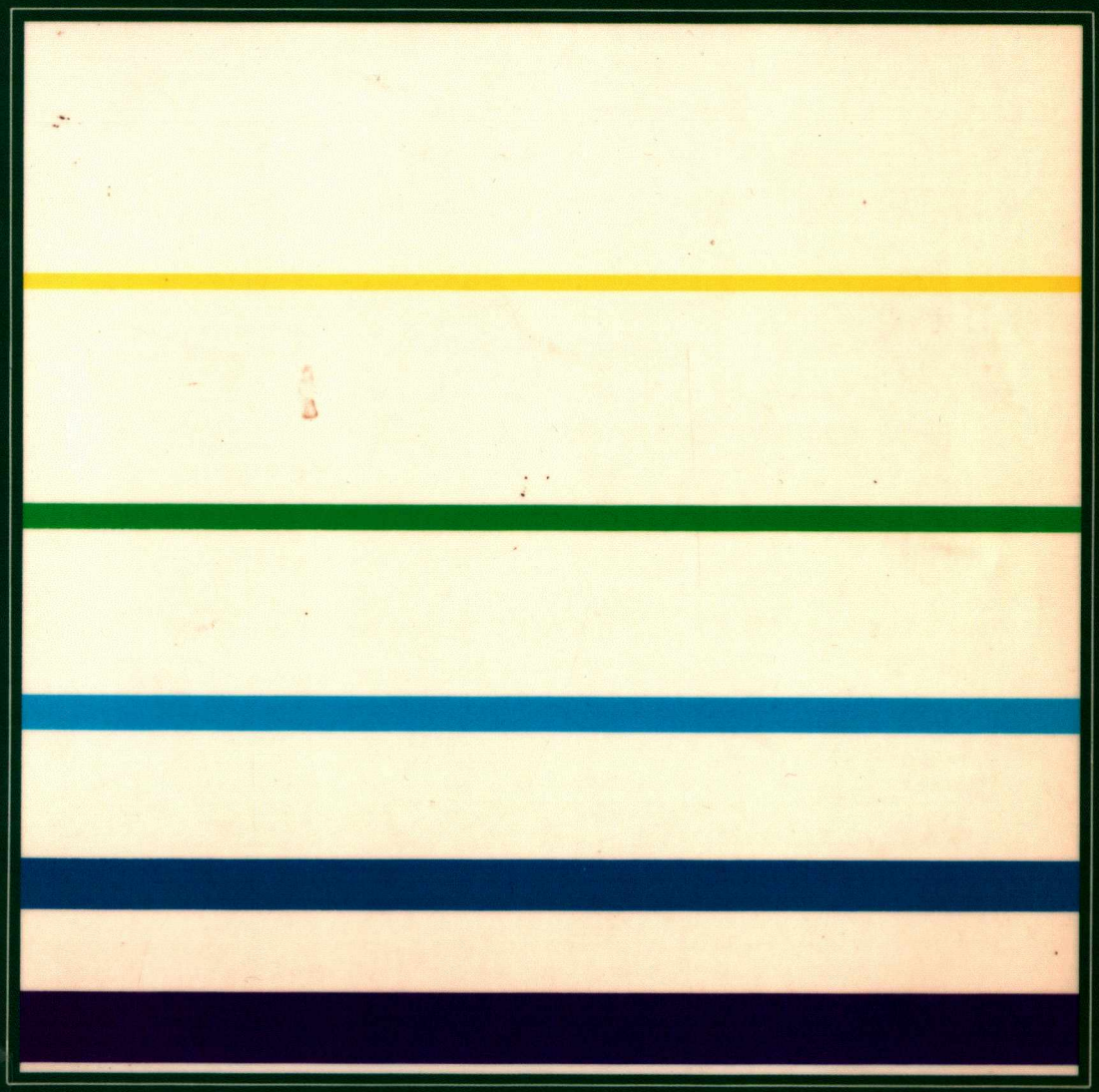
First Edition 1983/84 $17.95

THE BLUE BOOK™

For the Commodore® Computer

The **Complete** "Where To Find It" Book of Software, Hardware, and Accessories for the Commodore PET®, VIC-20®, and Commodore 64® Computers



THE BLUE BOOK™ For the Commodore® Computer

First Edition 1983/84

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First Edition

THE BLUE BOOK™

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The **Complete** "Where To Find It" Book of Software, Hardware, and Accessories for the Commodore PET®, VIC-20®, and Commodore 64® Computers

The Blue Book™ Family of Computer Directories

Credits

We take this opportunity to thank the WIDL staff for their efforts in preparing this edition. Thanks to Joe, Jean, Anna, Donna, and Debbie for their work. Cover design by Natalie Wargin

Also, we thank the many people who have helped and supported us during the production of this edition. These include but are not limited to Michele, Kathleen, Lila; Nancy and Mort from Charles Scribner & Sons, and to Jim Moran of VMI. And again, special thanks to Mr. Foster for his patience and loyalty.

Editors: Barry A. Fleig Robert F. Cutler Tom C. Chekel

The Blue Book™ Family of Computer Directories

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Table of Contents

- How to Use the Blue Book
- Introduction
- Main Subject Index
- Keyword Index
- Source Index - Numerical
- Source Index - Alphabetical
- Software Listings
- Hardware Listings
- Alphabetical Program Index
- Reader Action Cards

Acknowledgements

We take this opportunity to thank the computer manufacturers, the software producers, and the hardware manufacturers who have cooperated with us to make this directory complete. We gratefully acknowledge the materials, art, and photographs that they may have furnished. Introduction photographs courtesy of Commodore Business Machines, Inc.

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The majority of products, programs, languages, operating systems, and hardware in this directory are protected by trademark and/or copyright. We therefore advise you to treat each product name in this directory as being a trademark of its respective company.

HOW TO USE THE BLUE BOOK

The Blue Book Is The Most Complete Guide To Software, Hardware, And Accessories For The Commodore®64, The VIC-20, and The Commodore Pet Home Computers. It Is Very Easy To Use!

The Blue Book Is Divided Into 47 Subject Categories And Has Several Cross-Reference Features For Quick Location of Software Information. The Sample Format Shown On This Page Will Help Acquaint You With The Blue Book.

Sample Page

Section

Software Listings Can Be Found In Sections 10000-Accounting, To 78000-Word Processing. Hardware And Accessories Can Be Found In Sections 80000-96000.

Source

This Bold Face 3 Or 4 Digit Number Tells You The Source Of The Software Package Listed. Just Look This Number Up In The Source Index And You'll Find The Complete Name & Address [and phone number when available] Of The Software Producer.

Blue Book Number

Each Software Listing In The Blue Book® Has It's Own Unique Identification Number For Fast Reference. Use This Number When Communicating Or Ordering From The Source Or Your Local Dealer. All The Listings In This Book Are In Sequence By Blue Book Number.

System Requirements

Price

43000 • Insurance

Also See Related Categories: 17000 Business Manager
24000 Data Base Mana
33000 Financial
45000 Invoicing & Bi
50000 Mailing Lists
72000 Statistics
74000 Tax
78000 Word Processi

B'uebook #COM-43000 356

THE UNDERWRITER

The skyrocketing costs of insurance coupled with the increased costs of writing client policies has prompted a need for efficiency in the field of insurance underwriting. Over the last several years the insurance business as a whole has discovered the advantages of computerization.

Until recently, only the larger insurance companies were using computers to process claims, premium notices, changes in coverage, changes in regulations, and to handle the never ending mound of insurance paperwork. But in recent years with the advent of the affordable microcomputer, smaller companies as well as thousands of independent brokers and agents have discovered that computer utilization is close at hand. And the insurance industry is welcoming this trend toward the new microcomputer technology with open arms.

The Underwriter lets you keep track of important information about each client/policy so that you are free to do more selling. The Underwriter is an insurance policy data base that builds and tracks 6 major segments of information:

1. Insured party
2. Issuing company
3. Premium amount
4. Expiration date of policy
5. Agent or salesperson
6. A miscellaneous field for notes, comments, or reminders.

With the power of data base programming, The Underwriter lets you keep track of these information FIELDS and also lets you sort these FIELDS depending upon your order of priority. Reports can also be printed as a result of your file sorting. **Requires: Commodore 64, Disk Drive, and Printer.** 750.00

Introduction to the First Edition

In the "old" days, the only place you could buy a personal computer was in a real, honest-to-goodness computer store. But now you can find powerful personal computers in drug stores, department stores, discount stores, and even some hardware stores. After all, a personal computer is a useful "tool" that should be available at a wide variety of locations and price levels.

This seems to be the philosophy of *Commodore International*, a marketing organization founded in 1958 to sell office equipment. In 1970 Commodore began manufacturing pocket calculators, remember the products that sold for $100.00 and then dropped to $4.98? What a natural beginning for a computer company manufacturing in Japan, West Germany, Canada, and several locations in the United States.

But it hasn't always been easy for Commodore. Their first model, the *Commodore Pet*, introduced in 1977, had some formidable competition from two guys named Steve who built a microcomputer in a garage in California and named it after a piece of fruit! The original *Pet* (which means Personal Electronic Transactor) came "loaded" with 8K of memory, a calculator-style keyboard, an integrated cassette unit, and not a whole lot of available software.

But that was just the beginning of a seemingly never-ending stream of models. Then came the *Pet 2001/8N, 16N,* and *32N* graphics versions that were identified by the symbols on the front of the keys. With the release of the *CBM 2001/16B* and *32B,* Commodore jettisoned the built-in cassette recorder in favor of the modular approach. Since this was intended to be their first business computer, Commodore adopted a standard typewriter keyboard. By the way...CBM means Commodore Business Machines.

Next came a model for the educators, called the *PET 4000,* available with either the business or the graphics keyboard. But you say you want an 80-column screen? Well that's the *CBM 8032* with a few new editing keys and a numeric keypad. With up to 96K of memory and a B-style keyboard, the model *8096* was also designed for business and office use. And let's not forget the *SuperPet,* which started out with good intentions but is no longer available. We have mentioned these different models for historical purposes but many or most of them have either been discontinued or are in the process of being phased out by *Commodore*.

Commodore's first big mass market hit was the *VIC-20*. Originally introduced at $299.95, it was designed to be a low cost, high volume product that could appeal to a large number of non-computerists. *Commodore* attempted to bridge the gap between the game machine and the personal computer with a friendly, straight-forward approach with William Shatner as their spokesman. The *VIC-20* was a 5K machine expandable to 32K. Using primarily a cartridge system, that helped identify the *VIC-20* with other game machine owners, this over-shadowed potential disk or cassette capability before the *VIC-20* had really matured in the market.

Soon the price plummetted, setting the stage for the new, more powerful *Model 64*. Meeting the *Apple IIe* head on with 64K of built-in memory, a rapidly growing base of new software, and excellent consumer acceptance, the *64* has been very successful so far. With such a warm reception, *Commodore* has moved quickly to market the *64* on the shelves of the discount stores.

So with all that has happened so far, how many more new products can we expect from *Commodore?* Here's a quick rundown of new machines that have either been announced or released, but check with your local *Commodore* dealer for additional details on models, features, and availability:

- The *SX-100* portable featuring a green screen for under $1,000.00 and a color version with built-in disk drives for under $1500.00.
- A Z-8000 based, Lisa-type system expandable to 896K is in the planning stages. Price is projected to be under $3000.00.
- The *C-128* replaces the *P-Series* that never made it to the marketplace. Based on the 6509, 8-bit chip, it will be expandable to 896K with a full color, 80-column screen.
- Possible competition for the IBM will be the *B-500* with MS-DOS, 80-column screen, and 8088 processor.
- The *PET-64* is rumored to be a hybrid machine aimed at the educational market and priced at about $695.00.
- Also, possible newcomers are the *B-700* and the *BX-700* with switching capability between the 6509, Zilog Z-80, and Intel 8088 chips.
- Watch for the *Executive 64 Portable* with detachable keyboard, built-in color monitor, and 64K of memory, supposedly compatible with all Model 64 software.
- And last but not least, the *B-128-80,* a business computer priced around $995.00 with 128K expandable to 256K of memory.

It certainly doesn't sound like the folks at *Commodore* are sitting on their hands. With this overwhelming array of new machines in the wind, *The Blue Book® Computer Directories* will attempt to support whichever models win the *Commodore* horse race. Keep in mind that it takes a while for a strong base of new software to develop for any of these new models. For the time being, we have addressed this directory to the three most popular *Commodore* models thus far, the *Pet,* the *VIC-20,* and the *Model 64.*

With all the new hardware and software coming out, there's a real need to sort out products produced by companies and individuals independent of *Commodore.* After all, the purchase of software for microcomputers requires thoughtful planning and consideration. Locating good, usable software is the key to the successful use of your *Commodore* computer.

The Blue Book® is a time saving reference work consisting of more than 1000 software and hardware listings carefully edited and indexed so that you can easily locate and choose the programs that best suit your needs. This premiere edition of *The Blue Book for the Commodore Computers®* is the finest, most complete and authoritative directory of software and accessories for

the *Commodore Pet,* the *VIC-20* and the *Model 64. The Blue Book Family of Computer Directories®* are well-known to computer users as "must have" reference books that save time and money in the search for new programs. In addition to the latest software and hardware, *The Blue Book®* is a valuable "where to find it" reference that leads you directly to the source. Whether you are a hobbyist, educator, businessperson, computer dealer, or potential *Commodore* owner, *The Blue Book®* helps you choose products by careful comparison shopping. Each product listing will lead you directly to the name and address of the manufacturer/author listed in the *Source Index,* to whom you may request further information, order a product, or request the name and location of your local stocking dealer.

How the Blue Book® Is Organized

The Blue Book® has been designed to be "User Friendly." It's well organized and easy to use. This *Blue Book®* is arranged first by software category. Forty-seven major subject categories include everything from accounting to farming to word processing. New categories this year include authoring and library science. But the best and newest feature is our special "Keyword Index" containing hundreds of software categories for every available application. These "keywords" lead you directly to detailed descriptions of all the software programs that relate to your needs. For instance, looking under LOANS in the keyword index will refer you to only those financial programs in *The Blue Book®* that relate specifically to loans. Towards the back of the book, special sections are provided for hardware and accessories, such as boards, peripherals, and other directly related items. And last but not least, for the readers further convenience, we also have included an alphabetical index by program name.

The Blue Book® Numbering System

Each product in *The Blue Book®* is assigned a unique *Blue Book Number* which serves as a permanent identifier aiding the computer user, dealer, and manufacturer alike. This number makes it easy to distinguish between a software program, produced by several vendors, but all carrying the same title, such as *Accounts Payable.* This *Blue Book Number* will help you locate and identify specific products quickly and easily, and you should mention this unique number when communicating and ordering from the manufacturer or your local dealer.

Blue Book® Reader Service

If you would like information on any of the products listed in this *Blue Book®* , just fill in the *Blue Book®* number(s) followed by the source number found in each listing on the *Reader Service Card* in the back of the book. We will forward your requests directly to the manufacturer or producer so that they can send you detailed descriptive literature and in many cases the name of a local stocking dealer. Although most of the sources are eager to respond to your requests, *The Blue Book®* is not responsible for their failure to do so. Should you have trouble contacting any of the companies, please let us know.

In addition to writing to the manufacturer for complete descriptions and information, we also recommend that you seek the advice of your local dealer. This will insure that you have complete, up-to-date information that will help you determine whether a product will properly serve your specific needs.

Updating

The Blue Book® is as up-to-date as possible at press time, but because new software is appearing everyday, some programs might not appear until the next edition.

Left Out?

If you are a software or accessory manufacturer, and your products are not in *The Blue Book®* , we're sorry we missed you. Please send us complete information for possible inclusion in future editions and updates. Listings are provided at no charge, however the publisher reserves the right to edit or exclude any material that the publisher considers to be in poor taste.

Address all mail to: *Commodore Editor,* c/o WIDL Video Publications, 5245 West Diversey Avenue, Chicago, Illinois 60639.

We welcome your listings, comments, or suggestions. For your convenience, a form has been provided at the back of this book.

Note

The information, programs, listings, pricing, and indexes are as accurate as we can make them, but we do not assume any liability whatsoever arising from the information in our directories.

The Blue Book® For The Commodore® Computer

First Edition

Main Subject Index

Accounting 10000
Advanced Mathematics 11000
Authoring 14000
Basic Learning Skills 15000
Biology 16000
Business Management 17000
Chemistry 19000
Communications 21000
Computer Science 22000
Data Base Management 24000
Electronics 27000
Elementary Mathematics 28000
Energy 29000
Farming & Agriculture 32000
Financial 33000
Foreign Language 34000
Games 36000
General Science 37000
Graphics 38000
Health 40000
Home & Household 41000
Inventory 44000
Invoicing, Billing & Order Entry 45000
Language Arts 47000
Library Science 49000
Mailing Lists 50000
Medical 51000
Miscellaneous 53000
Music 54000
Personal 59000
Personal Finance 60000
Physics 62000
School Administration 67000
Social Studies 68000
Sports 71000
Statistics 72000
Tax 74000
Utilities 76000
Word Processing 78000

RESOURCE & HARDWARE SECTION

Boards 80000
Peripherals 81000
Accessories 83000
Power, Regulation & Static Control 85000
Networking 90000
Time Sharing & Communication 91000
Books 93000
Miscellaneous & Services 96000

The Blue Book® For The Commodore® Computer

First Edition

Main Subject Index

OF SPECIAL INTEREST TO EDUCATION

Advanced Mathematics.....11000
Basic Learning Skills.....15000
Biology 16000
Business Management.....17000
Chemistry 19000
Computer Science.....22000
Electronics 27000
Elementary Mathematics.....28000
Energy 29000
Foreign Language.....34000
General Science.....37000
Graphics 38000
Health 40000
Language Arts.....47000
Library Science.....49000
Miscellaneous 53000
Music 54000
Physics 62000
School Administration.....67000
Social Studies.....68000
Statistics 72000
Utilities 76000
Word Processing.....78000

OF SPECIAL INTEREST TO BUSINESS

Accounting 10000
Business Management.....17000
Communications 21000
Computer Science.....22000
Data Base Management.....24000
Energy 29000
Farming & Agriculture.....32000
Financial 33000
Graphics 38000
Inventory 44000
Invoicing, Billing & Order Entry....45000
Mailing Lists.....50000
Medical 51000
Statistics 72000
Tax 74000
Utilities 76000
Word Processing 78000

For a detailed listing of program subjects, please refer to the helpful "Key-Word Index" containing hundreds of software categories for every application. These key-words will lead you directly to complete program listings in the Blue Book that relate to your needs. For example, looking under SYNONYMS in the Key-Word Index will direct you to only those language arts programs that specifically cover synonyms.
Also, an alphabetical index by program title can be found in the back of the Blue Book.

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

A

AC BACK-UP
85000 DATASAVER THE

ACCELERATION
62033 SET 2 - MECHANICS
62043 VELOCITY AND ACCELERATION

ACCOUNTS PAYABLE
10003 ACCOUNTS RECEIVABLE AND PAYABLE
10000 BOOKKEEPER

ACCOUNTS RECEIVABLE
10003 ACCOUNTS RECEIVABLE & PAYABLE
10000 BOOKKEEPER
10001 MEDICAL ACCOUNTS RECEIVABLE AND INSURANCE

ACCOUSTIC HOUSING
83008 SOUNDTRAP

ADDING MACHINE
53001 PET-CALC

ADDITION
28270 ADD FACTS 0-5
28238 ADD FRACTION 1
28239 ADD FRACTION 2
28287 ADD FRACTIONS 3
28325 ADD IT
28274 ADDING BLOCKS
28117 ADDING FRACTIONS
28073 ADDING OR SUBTRACTING 2-3 PLACE NUMBERS IN COLUMNS
28069 ADDING WITH OBJECTS
28053 ADDITION AND SUBTRACTION
28003 ADDITION AND SUBTRACTION OF WHOLE NUMBERS
28301 ADDITION CONCEPT
28038 ADDITION OF FRACTIONS
28061 ADDITION PROGRAM
28015 ADDITION SUBTRACTION MULT & DIV OF WHOLE NUMBERS
28326 ADDITION 1 TUTOR
28327 ADDITION 2 TUTOR
28079 ADDITION WITH CARRY
28144 ARCHER
28138 BUNNY HOP
28310 COLUMN ADDITION
28137 COMPUTER ZOO
28247 DECIMAL ADDITION
28209 DECIMALS 2
28148 EQUATIONS-ADDITION AND SUBTRACTION
28262 FAST ADD
28135 FIRST GRADE-TEN SECOND CLUB
28136 FIRST GRADE-TWENTY PROBLEM CLUB
28007 FRACTIONS-ADDITION AND SUBTRACTION
28017 FRACTIONS-ADDITION SUBTRACTION MULT & DIVISION
28183 MATH DIVING 1
28194 MATH FACTS 1
11000 MATH FOR EVERYDAY LIVING
28142 MATH MARAUDERS
28145 MATH WITH MICROMAN
28028 MISSING MATH FACTS
28229 MISSING OPERANDS-INTEGERS
28230 MISSING OPERANDS-WHOLE NUMBERS
15001 MONEY
28098 NUMBER JUMPER
28139 SECOND GRADE-TEN SECOND CLUB
28140 SECOND GRADE-TWENTY PROBLEM CLUB
28147 SIX SECOND CLUB
28192 SPEED FACTS 1
28157 STORY PROBLEM PRACTICE-ADDING AND SUBTRACTING
28066 STORY PROBLEMS IN ADDITION AND SUBTRACTION
28124 SUM FUN
28101 SUM-IT MOUNTAIN
28005 TABLES 1-12 ADD AND SUBTRACT MULT & DIVISION
28187 TICTACTOE FACTS 1
28109 TUTTI FRUTTI
28071 WORKING WITH BASIC ADDITION FACTS
28263 ZAP ADD 2-6
28276 ZAP ADD 5-9

ADDRESS FILES
41005 HOME ADDRESS BOOK
41001 NAME AND ADDRESS FILE

ADJECTIVE
47143 ADJECTIVE THE
47088 ADJECTIVES
47360 ADJECTIVES
47302 ADJECTIVES-REVIEW AND DRILL
47406 DEFINDER
47017 ENGLISH BASICS-ADJECTIVES (I AND II)
47012 USAGE-USING ADJECTIVES/ADVERBS CORRECTLY

ADVERBS
47142 ADVERB THE
47303 ADVERBS-REVIEW AND DRILL
47018 ENGLISH BASICS-ADVERBS (I AND II)
47016 ENGLISH BASICS-VERBS (I AND II)
47102 USAGE-USING ADJECTIVES/ADVERBS CORRECTLY

ADVERTISING
36084 ADD GAME THE

AEROBICS
40012 AEROBICS POINTS CALCULATOR

AFRICA
68001 AFRICA

AFRICAN HISTORY
68001 AFRICA

AFRO-AMERICAN HISTORY
68060 MATCH MASTER-BLACK AMERICANS

AGE GUESSING
59019 FUN PREDICTIONS

AGRICULTURAL SIMULATION
32004 FARM

AIRPLANES
36000 B-1 NUCLEAR BOMBER

ALCOHOL
40007 DRUGS AND ALCOHOL

ALFALFA CROPS
37034 ALFALFA MILLIONAIRE

ALGAE
16008 GREEN MACHINE THE

ALGEBRA
11059 ALGEBRA GAMUT
11053 ALGEBRA GAUGE
11001 ALGEBRAIC EXPRESSIONS
11057 ALGEBRAIC LAWS
11040 DIFFERENTIATION OF ALGEBRAIC FUNCTIONS
11052 ELEMENTARY MATRIX ALGEBRA OPERATIONS
11055 EQUATIONS
11002 EVALUATING ALGEBRAIC EXPRESSIONS
28050 FACTORING WHOLE NUMBERS
11045 INTEGRATION OF ALGEBRAIC FUNCTIONS
11053 REWRITING VERBAL PHRASES AS ALGEBRAIC EXPRESSIONS
11021 VERBAL PROBLEMS I - NUMBERS

ALMANACS
49011 USING REFERENCE TABLES IN AN ALMANAC

ALPHA PARTICLES
62040 SCATTER-PARTICLE SCATTERING

ALPHABET
15032 ABC'S
15023 ABC'S 1
15024 ABC'S 2
15042 ALPHA HELP
15016 ALPHABET SONG
15015 ALPHABET SONG
15021 ALPHABETICAL ORDER
47339 ALPHABETIZE
15025 ALPHABETIZE 1
15026 ALPHABETIZE 2
15027 ALPHABETIZE 3
15017 ALPHABLOCKS
15040 EARLY GAMES
15012 WHICH LETTER IS MISSING
15005 YOUNG FOLKS SERIES - LETTER GAMES

AMATEUR RADIO
21012 5B WAS RECORD
21013 5B WAZ RECORD
21014 5BDXCC RECORD
21004 C64 MORSE
91002 CW MORSE
21011 MORSE CODE
21002 MORSE CODE TRAINER
21009 MORSE TRAINER
21008 VIC MORSE
21010 VIC RTTY

AMERICAN HISTORY
68030 ACROSS THE PLAINS
68014 AMERICAN HISTORY THROUGH BIOGRAPHIES
68018 AMERICAN INDIANS
68084 DECADES GAME THE-SERIES ONE
68085 DECADES GAME THE-SERIES TWO
68086 DECADES GAME THE-SERIES THREE
68016 GROWTH OF THE UNITED STATES
68027 I LOVE AMERICA SERIES-HISTORY STAR
68059 MATCH MASTER-AMERICAN INVENTORS
68060 MATCH MASTER-BLACK AMERICANS
68061 MATCH MASTER-EXPLORERS
68063 MATCH MASTER-FAMOUS WOMEN
68062 MATCH MASTER-PRESIDENTS
68064 MATCH MASTER-SCIENTISTS
68000 SIMULATION LINCOLNS DECISION
68037 TRANSCONTINENTAL RAILROAD
68066 TUG OF WAR-THE CIVIL WAR
68070 TUG OF WAR-THE KOREAN WAR
68065 TUG OF WAR-THE REVOLUTIONARY WAR
68067 TUG OF WAR-THE SPANISH/AMERICAN

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

WAR
68068 TUG OF WAR-WORLD WAR I
68069 TUG OF WAR-WORLD WAR II
68015 WHO BUILT AMERICA

AMERICAN INDIANS
68018 AMERICAN INDIANS
68027 I LOVE AMERICA SERIES-HISTORY STAR

AMERICAN INVENTORS
68059 MATCH MASTER-AMERICAN INVENTORS

AMERICAN PRESIDENTS
68062 MATCH MASTER-PRESIDENTS
68023 PRESIDENTS
68091 PRESIDENTS

AMMONIA
19018 HABER-AMMONIA SYNTHESIS

AMPERAGE
37025 LIGHT FIVE

ANAGRAMS
47048 ANAGRAMS I (RECREATIONAL 1)
47049 ANAGRAMS II (RECREATIONAL 2)
47050 ANAGRAMS III (COLLEGE 1)
47051 ANAGRAMS IV (COLLEGE 2)
47052 ANAGRAMS V (HIGH SCHOOL 1)
47053 ANAGRAMS VI (HIGH SCHOOL 2)
47054 ANAGRAMS VII (JUNIOR HIGH 1)
47055 ANAGRAMS VIII (JUNIOR HIGH 2)
47056 ANAGRAMS IX (ELEMENTARY 1)
47057 ANAGRAMS X (ELEMENTARY 2)
47158 MAKE A SENTENCE
47343 SCRAMBLE LETTERS
47333 SCRAMBLE LETTERS 1
47354 SCRAMBLE LETTERS C
47342 SCRAMBLE SPELL
47355 SCRAMBLE SPELL C
47159 WORD SEARCH

ANALOGY
47061 ANALOGY

ANALOGIES
47131 WORD RELATIONSHIPS

ANATOMY
40002 HEALTH AND OUR BODIES
16000 HEART LAB
37054 HUMAN BODY THE-AN OVERVIEW
40001 OUR BODIES
37043 SHARING SCIENCE-SERIES 6

ANCIENT CIVILIZATIONS
68036 ANCIENT CIVILIZATIONS
68021 ANCIENT CIVILIZATIONS
68022 EARLY HUMANS

ANIMALS
37004 LIVING THINGS
37038 SHARING SCIENCE-SERIES I

ANIMATION
38000 SPRITE DESIGNER

ANTONYMS
47186 ANTONYM MACHINE
47402 ANTONYM MATCH
47362 ANTONYMS
47133 ANTONYMS
47020 ENGLISH BASICS-SYNONYMS AND ANTONYMS (I AND II)
47392 WORD FUNCTIONS

APOSTROPHE
47146 APOSTROPHE THE

APPOINTMENTS
17004 BUSINESS CALENDAR - PERSONAL DATA BASE
59011 CALENDAR MY APPOINTMENTS
91000 DELPHI

AREA AND PERIMETER
28013 AREA PERIMETER CIRCUMFERENCE

ARITHMETIC SKILLS
28049 ARITH-MAGIC
28035 MODULAR ARITHMETIC

ARTERIES
16000 HEART LAB

ARTIFICIAL INTELLIGENCE
76013 INTELLECT-VL LISP

ASCII CODE CONVERSION
76020 SYSRES

ASCII SWITCHES
81006 ASCI SWITCH
81005 FOUR PORT INTELLIGENT SWITCH

ASSEMBLERS
76027 ASSEMBLER 64
76000 CALC
76036 DEVELOP-64
76037 DEVELOP-20
76015 HESMON
76018 HESMON 64
76016 6502/6510 PROFESSIONAL DEVELOPMENT SYSTEM

ATOMIC ENERGY
29001 ENERGY AT WORK

ATOMIC STRUCTURE
37015 ATOM THE

ATOMS
37015 ATOM THE
37078 ATOMS

ATTENDANCE
67003 MICROPHYS ATTENDANCE SYSTEM

AUDIO-VISUAL
81003 MAST SYSTEM 2

AUTOMOBILE
29002 GASOLINE UN-GUZZLER-THE

B

BALANCE
37018 BALANCE BEAM

BANKING
33007 AMORTIZER THE
33013 EASYFINANCE 64
33006 RULE OF 78

BAR CHARTS
38001 BARCHART THE
38004 QUICK CHART

BAR GRAPHS
28122 BAR GRAPH
28043 BAR GRAPH ANALYSIS

BASEBALL
36013 COMPUTER BASEBALL STRATEGY

BASIC
93004 BASIC/BASIC-ENGLISH DICTIONARY
76000 CALC
93014 COMMODORE 64 BASIC HANDBOOK THE
76029 COMMODORE 64 DOS WEDGE
93011 HOME APPLICATIONS FOR THE COMMODORE 64 PERSONAL COMPUTER
93012 HOME APPLICATIONS FOR THE VIC-20 PERSONAL COMPUTER
93003 INSTANT (FREEZE-DRIED COMPUTER PROGRAMMING IN) BASIC 2ND EDITION (1)
93001 MORE THAN 32 BASIC PROGRAMS FOR THE COMMODORE COMPUTER
93000 MORE THAN 32 BASIC PROGRAMS FOR THE VIC COMPUTER
93002 PET/CBM-AN INTRODUCTION TO BASIC PROGRAMMING AND APPLICATION
76028 PET EMULATOR
76030 SIMONS BASIC
93009 SOME COMMON BASIC PROGRAMS-PET/CBM EDITION
76032 TINY BASIC COMPILER
93005 VIC-20 USER GUIDE
76019 WRITING MACHINE LANGUAGE QUIPS

BASIC ROM
76000 CALC

BASIC TUTORIALS
22006 BLT
22015 HOW TO PROGRAM IN THE BASIC LANGUAGE
22016 INTRODUCTION TO BASIC I
22001 STEP BY STEP
22007 SYNTACTICALLY PERFECT-SERIES 1
22008 SYNTACTICALLY PERFECT-SERIES 2
22009 SYNTACTICALLY PERFECT-SERIES 3

BIBLIOGRAPHY
49003 ACCESSION PLUS ***
49019 BIBLIOGRAPHY
49028 RESEARCH ASSISTANT 2.0

BICYCLE SAFETY
59007 BICYCLE SAFETY

BINARY FISSION
37000 CELLS

BINGO
36152 BINGO

BINOMIALS
72009 PROBABILITY IV

BIOGRAPHIES
68014 AMERICAN HISTORY THROUGH BIOGRAPHIES
49015 BIOGRAPHIES

BIRDS
37009 BIRDS

BIRTHDAYS
36140 BIRTHDAY GUESSER

BLACK HISTORY
68060 MATCH MASTER-BLACK AMERICANS

BLACK JACK
36039 BLACKJACK
59006 BLACKJACK TUTOR
36031 PONTOON MASTER

KEY-WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

BLOOD
51000 BLOOD BANK (HEART & BLOOD)

BOATS
36053 RIVER BOAT

BOOK CIRCULATION
49002 OVERDUE BOOKS PROGRAM

BOOK LISTS
49003 ACCESSION PLUS ***
49002 OVERDUE BOOKS PROGRAM

BOOK ORDERING
49001 ORDERIT

BOOK SKILLS
49019 BIBLIOGRAPHY
49015 BIOGRAPHIES
49016 DICTIONARY GUIDE WORDS
49012 DICTIONARY SKILLS
49025 DICTIONARY USE
49021 DICTIONARY USE 1
49022 DICTIONARY USE 2
49020 ENCYCLOPEDIA KEY WORDS
49006 LEARNING HOW TO UNDERSTAND THE TITLE PAGE
49005 LEARNING HOW TO USE THE TABLE OF CONTENTS
49009 LEARNING TO UNDERSTAND THE CARD CATALOG
49013 LEARNING TO UNDERSTAND THE COPYRIGHT NOTICE
49007 LEARNING TO USE AN INDEX
49017 LIBRARY TERMS
49011 USING REFERENCE TABLES IN AN ALMANAC

BOYLES LAW
62035 HEAT

BUDGETING
60003 BUDGET
60004 BUDGET II
60015 BUDGETER
60012 BUDGETER THE
41018 HOME APPLICATIONS & GAME PACKAGE
41009 HOME BUDGET
60001 SUPER BUDGET

BULLETIN BOARDS
21000 BULLETIN BOARD THE
91000 DELPHI
41019 HOME PAK
21003 SMART 64 TERMINAL RELEASE 1.20 THE

BUSINESS ANALYSIS
17002 BUSINESS RESEARCH

BUYING
17010 LEASE/BUY
41006 PRICE SHOPPER

C

CAB DRIVER
15010 MAXI TAXI

CAI
76025 COMMODORE PILOT 64

CALCULATOR
53001 PET-CALC

CALCULUS
11013 CALCULUS I

CALENDAR
59018 CALENDAR
15034 CALENDAR
15028 CALENDAR 1
15029 CALENDAR 2
59011 CALENDAR MY APPOINTMENTS
17011 EASYSCHEDULE 64
17012 TOTAL TIME MANAGER

CALENDAR SKILLS
15034 CALENDAR

CALORIMETRY
62009 CALORIMETRY
62025 CALORIMETRY ANALYSIS
62035 HEAT

CANADA
68057 CANADA

CAPITALIZATION
47287 BEGINNING CAPITALIZATION
47024 CAPITALIZATION
47291 CAPITALIZATION CONTEST-GRADES 3 & 4
47292 CAPITALIZATION CONTEST-GRADES 4 & 5
47293 CAPITALIZATION CONTEST-GRADES 5 & 6
47083 CAPITALIZATION AND PUNCTUATION
47136 CAPITALIZATION SERIES
47391 CLASSES OF NOUNS
47106 MECHANICS-CAPITALIZATION (A)
47107 MECHANICS-CAPITALIZATION (B)
47108 MECHANICS-CAPITALIZATION (C)

CARD CATALOG
49027 CARD CATALOG
49000 CATALOGIT
49004 LEARNING ABOUT CATALOG CARDS
49008 LEARNING TO LOCATE BOOKS ON THE SHELF
49009 LEARNING TO UNDERSTAND THE CARD CATALOG

CARD GAMES
59006 BLACKJACK TUTOR

CAREERS
59009 CAREER SKILLS
59008 CAREERS
67016 STUDENT PROFILE

CARRYING CASES
83000 COMMODORE CASE-MODEL CM-703
83001 COMMODORE CASE-MODEL CM-704

CASH FLOW
33000 CAPITAL INVESTMENT ANALYSIS
10004 CASH FLOW MODEL

CATHODES
62030 PHOTOELECTRIC EFFECT

CELLS
37000 CELLS

CENTIGRADE
37053 TEMPERATURE CONVERTER THE

CENTRIPETAL FORCE
62007 CENTRAL FORCE
62034 SET 3-MECHANICS

CHARTS
38003 EASYPLOT 64
38004 QUICK CHART

CHECKBOOK
60006 BALANCING ACT
60011 CHECKBOOK BOOKY
60014 COLOR ACCOUNT
60002 SUPER CHECKBOOK (COM-64)
60005 SUPER CHECKBOOK (VIC-20)

CHEMICAL COMPOUNDS
19022 CHEMICAL NOMENCLATURE
19014 FORMULAS OF COMPOUNDS DRILL
19000 GRAM-MOLECULAR MASS
19025 HEAT OF FUSION AND FORMULA OF A COMPOUND
19013 NAMING COMPOUNDS DRILL

CHEMICAL EQUATIONS
19019 BALANCING CHEMICAL EQUATIONS
19021 CHEMICAL FORMULAS
19026 EQUATION BALANCER

CHEMICAL FORMULAS
19019 BALANCING CHEMICAL EQUATIONS
19021 CHEMICAL FORMULAS
19022 CHEMICAL NOMENCLATURE
19026 EQUATION BALANCER
19014 FORMULAS OF COMPOUNDS DRILL
19025 HEAT OF FUSION AND FORMULA OF A COMPOUND
19001 MOLE CONCEPT THE
19013 NAMING COMPOUNDS DRILL

CHEMICAL REACTIONS
19026 EQUATION BALANCER
19017 RKINET-REACTION KINETICS

CHEMICAL SYMBOLS
19012 SYMBOLS AND VALENCES DRILL

CHILDREN'S HISTORY
41017 MY CHILDS MILESTONES

CHLORINE
37074 HISTOGRAM GENERATION & ANALYSIS-2 COMPOUNDS COPPER & CHLORINE
37064 PHYSICAL SCIENCE SERIES-2 COMPOUNDS OF COPPER & CHLORINE

CIRCUIT ANALYSIS
27001 PARALLEL CIRCUIT ANALYSIS
27000 SERIES CIRCUIT ANALYSIS
27002 SERIES/PARALLEL CIRCUIT ANALYSIS

CIRCUIT RESISTANCE
27004 FORMULAS

CIRCUITS
62037 ELECTRICITY
27001 PARALLEL CIRCUIT ANALYSIS
27000 SERIES CIRCUIT ANALYSIS
27002 SERIES/PARALLEL CIRCUIT ANALYSIS

CIRCUMFERENCE
28013 AREA PERIMETER CIRCUMFERENCE
28020 AREA PERIMETER CIRCUMFERENCE AND LINEAR MEASUREMENT

CITIES
68025 I LOVE AMERICA SERIES-SMALL TOWN U.S.A
68026 I LOVE AMERICA SERIES-UNITED STATES CITIES
68006 YOUR COMMUNITY

CIVICS
68019 DEMOCRACY
68016 GROWTH OF THE UNITED STATES

KEY-WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

CIVIL WAR
68000 SIMULATION LINCOLNS DECISION
68066 TUG OF WAR-THE CIVIL WAR

CLAIMS PROCESSING
10001 MEDICAL ACCOUNTS RECEIVABLE AND INSURANCE

CLOCK
15039 CLOCK
15011 CLOCK
15022 HICKORY DICKORY DOCK

CLOUDS
37037 DEW DROP
37032 WIND CLOUD

CLOZE PRACTICE
47006 OUR WEIRD AND WACKY WORLD
47007 OUR WEIRD AND WACKY WORLD (CRITICAL READING PROGRAM)
47009 OUR WILD AND CRAZY WORLD
47010 OUR WILD AND CRAZY WORLD (CRITICAL READING PROGRAM)
47011 SCIENCE CONTENT AREA READING
47027 SPELLTRONICS

COIN COLLECTING
59015 NUISMATIC PHANATIC

COLLEGE ENTRANCE TESTS
47378 ENGLISH ACHIEVEMENT I-V

COMBINATIONS
72004 COMBINATIONS
72005 PERMUTATIONS AND COMBINATIONS

COMMAS
47104 MECHANICS-COMMAS

COMMODORE 64
10002 ACCOUNTANT-THE
10003 ACCOUNTS RECEIVABLE & PAYABLE
11030 PROGRESSIONS I
11031 PROGRESSIONS II
11013 CALCULUS I
10004 CASH FLOW MODEL
11037 COORDINATE GEOMETRY
11040 DIFFERENTIATION OF ALGEBRAIC FUNCTIONS
11046 DIFFERENTIATION OF TRIGONOMETRIC FUNCTIONS
11038 EXPONENTS AND LOGARITHMS
11036 FORMULA EVALUATION
11032 GEOMETRIC PROGRESSIONS I
11033 GEOMETRIC PROGRESSIONS II
11019 GEOMETRICAL AREAS
11045 INTEGRATION OF ALGEBRAIC FUNCTIONS
11035 LINEAR EQUATIONS
11041 MAXIMA/MINIMA PROBLEMS - PART I
11042 MAXIMA/MINIMA PROBLEMS - PART II
11014 PROBABILITY I
11015 QUADRATIC EQUATIONS
11043 RELATIVE RATES PROBLEMS - PART I
11044 RELATIVE RATES PROBLEMS - PART II
11011 SENIOR HIGH MATH I
11012 SENIOR HIGH MATH II
11017 SIMULTANEOUS EQUATIONS (2X2)
11018 SIMULTANEOUS EQUATIONS (3X3)
11016 TRIGONOMETRY I
11020 TRIGONOMETRY II
11034 TYPES OF VARIATION
11021 VERBAL PROBLEMS I - NUMBERS
11022 VERBAL PROBLEMS II - COINS
11023 VERBAL PROBLEMS III - AGES
11024 VERBAL PROBLEMS IV - INTEREST
11025 VERBAL PROBLEMS V - MIXTURES
11026 VERBAL PROBLEMS VI - GEOMETRY
11027 VERBAL PROBLEMS VII - RATES
11028 VERBAL PROBLEMS VIII - DIGITS
11029 VERBAL PROBLEMS IX - WORK
11039 VERBAL PROBLEMS X - GENERAL
11047 INTEGRATION OF TRIGONOMETRIC FUNCTIONS
11051 INTEGRATION - SURFACE AREAS OF SOLIDS
11050 INTEGRATION - ARC LENGTHS
11049 INTEGRATION - VOLUMES OF SOLIDS
11048 INTEGRATION - AREAS OF PLANE FIGURES
15039 CLOCK
15009 A DOLLAR AND CHANGE
11062 FACTORING PERFECT SQUARE TRINOMIALS
11063 FACTORING THE DIFFERENCE OF SQUARE
11064 FACTORING TRINOMIALS WITH COMMON MONOMIAL FACTORS
11065 MULTIPLYING BINOMIALS
11066 AREA OF RECTANGLE
11061 FACTORING TRINOMIALS
16001 COEXIST-POPULATION DYNAMICS
17000 DEPRECIATION/CRITICAL PATH/PROFIT ANALYSIS
17003 BINDER THE - MY PROFIT MARGIN
17004 BUSINESS CALENDAR - PERSONAL DATA BASE
17005 BILLING SOLVER THE
17006 CLIENT TICKLER THE
17007 PREDICTOR THE - LINEAR REGRESSION
19015 CHEMISTRY ANALYSIS I
19011 EMF OF ELECTROCHEMICAL CELLS
19010 PH CONCEPT
19009 PERCENT CONCENTRATION
19008 STOICHIOMETRY-GENERAL
19005 STOICHIOMETRY-MASS/MASS
19003 CHEMISTRY I
19004 CHEMISTRY II
15041 REMEMBER
15042 ALPHA HELP
15043 SHAPES
15044 NUMBERS I
15045 NUMBERS II
15046 NUMBERS III
17010 LEASE/BUY
24008 MEDIA REGISTER
24007 EASYFILE 64
22015 HOW TO PROGRAM IN THE BASIC LANGUAGE
22016 INTRODUCTION TO BASIC I
22017 GORTEK AND THE MICROCHIPS
24001 FAS-FILE
24005 TAPE GENI THE
24004 CLUB LISTER THE
24006 TAPE WORM THE
21003 SMART 64 TERMINAL RELEASE 1.20 THE
21004 C64 MORSE
21005 WAS RECORD
21006 WAZ RECORD
21007 DXCC RECORD
22001 STEP BY STEP
22004 TURTLE GRAPHICS II
19016 CHEMISTRY ANALYSIS II
28031 JUNIOR HIGH MATH I
28033 MULTIPLICATION
28034 DIVISION
28043 BAR GRAPH ANALYSIS
28045 DECIMALS II
28046 VERBAL PROBLEMS I-NUMERICAL RELATIONSHIPS
28093 FABULOUS L-C-M MACHINE & THE GENEROUS JACKPOT MINE THE
28084 DECIMAL EQUIVALENTS OF FRACTIONS
28083 PRIME NUMBER
33014 LOAN AMORTIZATION
33013 EASYFINANCE 64
33012 EASYCALC 64
33011 PRESENT VALUE
33010 SUPER BROKER THE
33008 LOAN REPAYER THE
33001 FINANCE
33000 CAPITAL INVESTMENT ANALYSIS
32001 CYBER-FARMER 64
29000 WOOD HEAT 1
28269 INEQUALITIES
28270 ADD FACTS 0-5
28273 DIVISION FACTS 0-25
28272 MULTIPLY FACTS 0-25
28274 ADDING BLOCKS
28277 COUNT MULTIPLES
28278 RULER FRACTIONS 2
28271 SUBTRACT FACTS 0-5
28282 LONG MULTIPLY
28285 FRACTION-EQUIV 1
28283 RULER OBJECTS-INCHES
28286 COMMON DENOMINATOR
28267 RULER-INCHES
28329 SUBTRACTION 2 TUTOR
28330 MATHO
28331 TRIANGLES
28333 MULTIPLICATION TUTOR
28323 SUBTRACT IT
28320 ROMAN NUMERALS
28322 SQUARE ROOT
28321 WITCH NUMBER
28328 SUBTRACTION 1 TUTOR
28319 GOTCHA MATH
28315 FACTOR WHEEL
28317 MATHWORK
28310 COLUMN ADDITION
28312 MATH IQ
28313 INTEGERS 1
28311 MATHMAN
28307 ANIMAL ZAP
28304 MATH MAGICIAN THE
28300 DIV. ALGOR. 2
28301 ADDITION CONCEPT
28299 MULTIPLICATION CONCEPTS 2
28298 DIV. ALGOR. 1
28297 MULTIPLICATION/DIVISION MACHINE 2
28295 DIVISION CONCEPT 2
28296 MULT. ALGOR. 3
28294 DIVISION CONCEPT 1
28293 MULT. ALGOR. 2
28292 MULT. ALGOR. 1
28291 MULTIPLICATION/DIVISION MACHINE 1
28290 MULTIPLICATION CONCEPTS
28289 SUBTRACTION CONCEPTS
28234 SYMBOLS 2
28264 PLACE VALUE 2
28226 SPEED FACTS
28227 MATH FACTS
28228 PLACE VALUE
28231 FRACTION CONCEPT

KEY-WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

28232 FRACTIONS CONCEPT 2
28233 SYMBOLS 1
28235 FRACTION COMPARISONS
28236 FRACTION EQUIVALENTS 1
28242 MIXED FRACTION 1
28245 IMPROPER FRACTION 2
28251 PERCENT CONCEPTS
28254 PERCENT-BASE
28262 FAST ADD
28237 FRACTION REDUCING
28253 PERCENT-RATE
28266 RULER-CM
28265 ROUNDING
28255 PERCENTAGE
28246 DECIMAL CONCEPT
28243 MIXED FRACTION 2
28244 IMPROPER FRACTION 1
36034 TERMINAL ZONE
36035 THUNDERBOLT
36038 CRAPS
36040 STAR TREK
36081 GRIDRUNNER
36082 RETRO BALL
36085 TRAIL WEST
36086 DIRECTION AND DISTANCE
36106 STARS
36105 BAGELS SUPREME
36123 ARCADE PAK
36124 GAME PAK
36125 TREASURE PAK
36137 3D-64 MAN
36138 CYBORG
36140 BIRTHDAY GUESSER
36141 MIXED UP WORDS
36142 FIND THE WORDS
36174 NUCLEAR SUB
36039 BLACKJACK
36152 BINGO
36155 RADAR RAT RACE
36156 CLOWNS
36158 KICKMAN
36159 FORTY FATHOMS
36160 CRIBBAGE
36161 SKIER 64
36162 DERELICT
36163 VAMPIRE CASTLE
36164 HAUNTED HOUSE
36165 MARS
36166 CIRCLE WORLD
36168 EARTHQUAKE
36167 CONCENTRATION
36169 QUEST
36170 PYRAMID
36151 POKER
36176 TREK
36171 SEA WOLF
36172 ZEUS
36175 GRAVE ROBBERS
36177 ADVENTURE PACK I
36173 TREK
36178 ADVENTURE PACK II
36153 JUPITER LANDER
37015 ATOM THE
37016 SIMPLE MACHINES I
37038 SHARING SCIENCE-SERIES 1
37039 SHARING SCIENCE-SERIES 2
37040 SHARING SCIENCE-SERIES 3
37041 SHARING SCIENCE-SERIES 4
37051 LIGHT BULBS 1
37052 LIGHT BULBS 2
37055 PHYSICAL SCIENCE SERIES-VOLUME BY DISPLACEMENT
37056 PHYSICAL SCIENCE SERIES-DENSITY OF SOLIDS
37057 PHYSICAL SCIENCE SERIES-DENSITY OF LIQUIDS
37058 PHYSICAL SCIENCE SERIES-DENSITY OF A GAS
37059 PHYSICAL SCIENCE SERIES-SATURATED SOLUTIONS
37060 PHYSICAL SCIENCE SERIES-DECOMPOSITION OF WATER
38000 SPRITE DESIGNER
37061 PHYSICAL SCIENCE SERIES-SYNTHESIS OF ZINC CHLORINE
37062 PHYSICAL SCIENCE SERIES-COMPOSITION OF COMPOUNDS PART I
37063 PHYSICAL SCIENCE SERIES-COMPOSITION OF COMPOUNDS PART II
37065 PHYSICAL SCIENCE SERIES-THICKNESS OF A THIN SHEET
37067 HISTOGRAM GENERATION AND ANALYSIS-CHANGE IN MASS
37068 HISTOGRAM GENERATION AND ANALYSIS-DENSITY OF SOLIDS
37071 HISTOGRAM GENERATION AND ANALYSIS-SATURATED SOLUTIONS
37075 HISTOGRAM GENERATION AND ANALYSIS-THERMAL EXPANSION OF SOLIDS
37076 HISTOGRAM GENERATION AND ANALYSIS-THICKNESS OF A THIN SHEET
37077 HISTOGRAM GENERATION AND ANALYSIS-OLEIC ACID MOLECULAR LAYER
37078 ATOMS
37079 CONSTELLATIONS
37080 STARFINDER
37081 VISIBLE SOLAR SYSTEM
38001 BARCHART THE
38003 EASYPLOT 64
38004 QUICK CHART
38005 EASY GRAPHICS 64
38006 SCREEN-GRAPHICS-64
38007 SPRITE-AID
40003 LOOKING AND FEELING YOUR BEST
40004 NUTRITION
40006 SMOKING
40005 EMERGENCIES AND FIRST AID
41009 HOME BUDGET
40007 DRUGS AND ALCOHOL
40008 HEART PARTS
40009 FLOW OF HEART
40010 SENSES
40011 DIET EVALUATION
40013 TOOTH INVADERS
41000 HOME I
41007 PHONE DIRECTORY THE
41008 UTILITY BILL SAVER
41010 AT HOME INVENTORY
41011 MEDICAL RECORDS
41012 MY CREDIT CARDS
41013 SUPER SHOPPER
41014 ITS TRAVEL TIME
41015 MOTHERS RECIPES
41016 PILL BOX THE
41019 HOME PAK .2
44001 BUSINESS INVENTORY
41017 MY CHILDS MILESTONES
45000 ORDER TRACKER
47290 HIGH DIVING DAN-SERIES 2
47289 HIGH DIVING DAN-SERIES 1
47285 VOCABULARY EXPANDER-GRADE 11 & UP
47284 VOCABULARY EXPANDER-GRADE 10 & 11
47263 NO COMPLAINTS
47260 MY OWN DECISION
47255 SORE WINNER
47251 A TWO-WHEEL WONDER
47250 ARNOLDS ASSISTANT
47247 FROM LAUNCH TO LANDING
47246 SCRAMBLER THE
47243 WHAT A NUISANCE
47242 STATIONS IN SPACE
47238 FROM TADPOLES TO TOADS
47235 TAIL SPIN
47229 MILES OF MAGNIFICENT SPACE
47225 WHOS BRIGHT IDEA
47221 SKY TOWERS
47218 WHATS UP
47192 SIT/SET
47191 ITS/IT'S-YOUR/YOU'RE
47189 TO/TOO/TWO
47170 HARD AND SOFT C
47190 THERE/THEIR/THEY'RE
47188 SOCIAL STUDIES WORD LIST-REGIONS
47187 HOMONYM MACHINE
47186 ANTONYM MACHINE
47183 TROUBLESOME PRONOUNS
47182 MISPLACED OR DANGLING MODIFIERS
47178 MORE SUFFIXES
47177 SUFFIXES
47176 MORE PREFIXES
47175 PREFIXES
47174 EXTRA PRACTICE SPELLING SERIES
47172 DROPPING THE FINAL E
47171 HARD AND SOFT G
47169 COMPOUND WORDS
47168 WORDS IN CONTEXT SPELLING SERIES-LEVEL E
47167 WORDS IN CONTEXT SPELLING SERIES-LEVEL D
47166 WORDS IN CONTEXT SPELLING SERIES-LEVEL C
47165 WORDS IN CONTEXT SPELLING SERIES-LEVEL B
47164 WORDS IN CONTEXT SPELLING SERIES-LEVEL A
47163 GUESS THAT WORD
47161 MATCHING SMALL WITH CAPITAL LETTERS
47160 CATCH THE RHYMING FISH
47159 WORD SEARCH
47157 IDENTIFYING COMPLETE SENTENCES
47149 TACHISTOSCOPE
47153 WHICH LETTER COMES NEXT
47082 CONTRACTIONS
47147 END PUNCTUATION
47146 APOSTROPHE THE
47145 RUN-ON SENTENCES
47144 SUBJECT AND PREDICATE
47143 ADJECTIVE THE
47142 ADVERB THE
47141 VERB THE
47140 NOUN THE
47138 AGREEMENT OF SUBJECT AND VERB
47136 CAPITALIZATION SERIES
47088 ADJECTIVES

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

47087 SENTENCE FRAGMENTS
47086 CONJUNCTIONS
47085 STORY TELLING SEQUENCE
47081 HOMONYMS II
47080 HOMONYMS I
47079 RECOGNIZING VERBS
47084 SUBJECT-VERB AGREEMENT
47078 RECOGNIZING NOUNS
47077 RECOGNIZING FULL SENTENCES
47083 CAPITALIZATION & PUNCTUATION
47061 ANALOGY
47042 WHEEL OF FORTUNE WORD GAMES-SONG TITLES
47041 SPELLING PROGRAM-S2
47040 SPELLING PROGRAM-S1
47035 SENIOR HIGH VOCABULARY II
47034 JUNIOR HIGH VOCABULARY I
47037 JUNIOR/SENIOR HIGH SPELLING I
47036 JUNIOR HIGH VOCABULARY II
47038 JUNIOR/SENIOR HIGH SPELLING II
47039 RECREATIONAL/EDUCATION DISK
47033 SENIOR HIGH VOCABULARY I
59018 CALENDAR
59017 TOUCH TYPING TUTOR
59015 NUISMATIC PHANATIC
49028 RESEARCH ASSISTANT 2.0
49027 CARD CATALOG
49026 BOOKSHELF
49025 DICTIONARY USE
49018 PUTTING FICTION BOOKS IN ALPHABETICAL ORDER
49017 LIBRARY TERMS
49016 DICTIONARY GUIDE WORDS
49001 ORDERIT
49003 ACCESSION PLUS ***
49000 CATALOGIT
47407 MISSPELL 2
59013 TRACK MY WEIGHT
59012 DEAR DIARY
59009 CAREER SKILLS
59007 BICYCLE SAFETY
54013 META MUSIC I
54015 MUSIC COMPOSER
54014 MUSIC MACHINE
54016 SYNTHY 64
59007 TOTL LABEL
59006 EASYMAIL 64
59008 ELECTRONIC POST OFFICE THE
47398 ENGLISH INVADERS
47399 BLENDS AND ENDS
47401 WORDSPOT
47403 SPEED READING
47404 WORD FUN 1
47405 VOWEL KONG
59004 MAILMAN THE
59005 NAME MACHINE THE
47397 PARTS OF SPEECH
47393 MISSPELL
47395 HANGBUG
47400 MUNCHWORD
47396 SPELLING QUIZ
47370 VERBS-HELPER 1
47353 SPELL C
47354 SCRAMBLE LETTERS C
47358 NOUNS
47357 PLURALS
47356 TICTACTOE SPELL C
47355 SCRAMBLE SPELL C
47359 VERBS
47361 USAGE
47360 ADJECTIVES
47362 ANTONYMS
47364 END-IT
47363 SYNONYMS
47367 NOUNS-2
47366 PHONOGRAMS
47365 HOMOPHONES
47368 VERBS-BEING
47369 VERBS-ACTION
47371 VERBS-HELPER 2
47372 VERBS-REVIEW
47373 N-V PATTERN
47377 SENTENCE PATTERN
47348 VOWELS I
47351 SPELLING (5 PROGRAMS)
47352 ROCKET SPELL C
47350 VOWELS U
47349 VOWELS O
47347 VOWELS E
47345 VOWELS (A-U)
47346 VOWELS A
47341 TICTACTOE SPELL
47342 SCRAMBLE SPELL
47343 SCRAMBLE LETTERS
47344 ROCKET SPELL
47340 SPELL
47402 ANTONYM MATCH
47339 ALPHABETIZE
47328 WORD ZAPPER VI
47327 WORD ZAPPER V
47329 WARRIOR WORDS
47323 WORD ZAPPER I
47326 WORD ZAPPER IV
47324 WORD ZAPPER II
68023 PRESIDENTS
68033 HAT IN THE RING-A PRESIDENTIAL ELECTION GAME
68029 MAPS AND GLOBES
68030 ACROSS THE PLAINS
68031 UNITED STATES TIME ZONES
68032 STATES AND CAPITALS
72010 MEAN MODE MEDIAN
72011 RANGE VARIANCE STANDARD DEVIATION
72012 2-SCORES AND STANDARD SCORES
72013 LINEAR PROGRAMMING
74000 TAXMAN-INCOME & EXPENSE
68024 STATES AND CAPITALS
72007 PROBABILITY II
72008 PROBABILITY III
72009 PROBABILITY IV
72006 PROBABILITY I
72005 PERMUTATIONS AND COMBINATIONS
72004 COMBINATIONS
72002 PERMUTATIONS 1
72003 PERMUTATIONS 2
72001 FACTORIALS AND THE COUNTING PRINCIPLE
71003 GOLF SCORECARD
71002 ROUND ROBIN SCHEDULER
68089 STATE CAPITALS
68090 NATIONS
68091 PRESIDENTS
68092 GEOGRAPHY SMASH
71000 HORSE RACE HANDICAPPING
68088 TIC-TAC STATES
68087 INVENTIONS AND INVENTORS
68077 MAP DIRECTIONS 1
68080 EUROPE-CAPITALS
68082 ROAD LINES AND INTERSECTIONS
68081 UNITED STATES ROAD SIGNS
68076 STATES AND CAPITALS
68078 MAP DIRECTIONS 2
68056 OUR FIFTY STATES
72014 LINEAR REGRESSION
67016 STUDENT PROFILE
67011 GRADE MY KIDS
59008 CAREERS
62030 PHOTOELECTRIC EFFECT
62031 TOTAL INTERNAL REFLECTION
62024 PROJECTILE ANALYSIS
62026 STOICHIOMETRIC ANALYSIS
62029 ELECTRIC FIELD ANALYSIS
62022 GAS LAW ANALYSIS
62025 CALORIMETRY ANALYSIS
62020 VECTOR ANALYSIS I
62021 VECTOR ANALYSIS II
62017 LONGITUDINAL STANDING WAVES
62016 TRANSVERSE STANDING WAVES
62012 SPECIFIC GAS LAWS
62013 GENERAL GAS LAWS
62014 THERMODYNAMICS I
62015 THERMODYNAMICS II
62010 SPECIFIC HEAT CAPACITY
62009 CALORIMETRY
62008 PULLEY SYSTEMS-MACHINES
62007 CENTRAL FORCE
54012 MUSICMAKER
54011 PIANO NOTES
54010 NOTES-TREBLE
53006 ED-U-PAK
62002 LINEAR KINEMATICS
62003 PROJECTIVE MOTION
62000 PHYSICS I
62001 PHYSICS II
60015 BUDGETER
60008 INVESTMENT ANALYST THE
60010 SYNDICATOR THE
60009 PROFIT SHARING PLAN
60011 CHECKBOOK BOOKY
60012 BUDGETER THE
60007 NET WORTH STATEMENT
60000 FINANCE I
60001 SUPER BUDGET
60002 SUPER CHECKBOOK (COM-64)
93015 EASY GUIDE TO YOUR COMMODORE 64 THE
93014 COMMODORE 64 BASIC HANDBOOK THE
93011 HOME APPLICATIONS FOR THE COMMODORE 64 PERSONAL COMPUTER
93001 MORE THAN 32 BASIC PROGRAMS FOR THE COMMODORE 64 COMPUTER
(1)
91003 HESMODEM I
91002 CW MORSE
85000 DATASAVER THE
83002 3G LIGHT PEN
83001 COMMODORE CASE-MODEL CM-704
83000 COMMODORE CASE-MODEL CM-703
81010 UNIVERSAL TAPE INTERFACE & DUPLICATOR
81007 HESSTICK I
81008 SOUND BOX
81001 I/O CONNECTOR

KEY·WORD INDEX

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80005 CC-2064 PARALLEL PRINTER CABLE & DRIVER SOFTWARE
80004 CONNECTION THE (PRINTER INTERFACE)
78006 TOTAL TEXT
78005 WORD MACHINE THE
78003 HESWRITER 64
78004 EASYSCRIPT 64
76036 DEVELOP-64
76035 BILLS TOOL BOX
76034 FILE SAFE
76003 VANILLA PILOT
76032 TINY BASIC COMPILER
76031 SPRITE DESIGN/EDIT PACKAGE
76030 SIMONS BASIC
76029 COMMODORE 64 DOS WEDGE
76028 PET EMULATOR
76027 ASSEMBLER 64
76026 BONUS PACK
76025 COMMODORE PILOT 64
76023 LIGHTNING SORT
76024 LOGO
76018 HESMON 64
76017 64 FORTH
76016 6502/6510 PROFESSIONAL DEVELOPMENT SYSTEM
76022 PRINT MY PROGRAM
76007 PET/CBM CROSS REFERENCE PROGRAM
76005 C64 FILE
76004 FILEWRITER/FILEREADER

COMMODORE 8032
10001 MEDICAL ACCOUNTS RECEIVABLE AND INSURANCE

COMMODORE 8050
76002 VERSACALC

COMMODORE PET
16001 COEXIST-POPULATION DYNAMICS
11030 ARITHMETIC PROGRESSIONS I
11031 ARITHMETIC PROGRESSIONS II
11013 CALCULUS I
11040 DIFFERENTIATION OF ALGEBRAIC FUNCTIONS
11046 DIFFERENTIATION OF TRIGONOMETRIC FUNCTIONS
11036 FORMULA EVALUATION
11032 GEOMETRIC PROGRESSIONS I
11033 GEOMETRIC PROGRESSIONS II
11045 INTEGRATION OF ALGEBRAIC FUNCTIONS
11041 MAXIMA/MINIMA PROBLEMS - PART I
11042 MAXIMA/MINIMA PROBLEMS - PART II
11014 PROBABILITY I
11043 RELATIVE RATES PROBLEMS - PART I
11044 RELATIVE RATES PROBLEMS - PART II
11011 SENIOR HIGH MATH I
11012 SENIOR HIGH MATH II
11017 SIMULTANEOUS EQUATIONS (2X2)
11018 SIMULTANEOUS EQUATIONS (3X3)
11034 TYPES OF VARIATION
11022 VERBAL PROBLEMS II - COINS
11023 VERBAL PROBLEMS III - AGES
11025 VERBAL PROBLEMS V - MIXTURES
11027 VERBAL PROBLEMS VII - RATES
11028 VERBAL PROBLEMS VIII - DIGITS
11029 VERBAL PROBLEMS IX - WORK
11039 VERBAL PROBLEMS X - GENERAL
11047 INTEGRATION OF TRIGONOMETRIC FUNCTIONS
11048 INTEGRATION - AREAS OF PLANE FIGURES
11049 INTEGRATION - VOLUMES OF SOLIDS
11050 INTEGRATION - ARC LENGTHS
11051 INTEGRATION - SURFACE AREAS OF SOLIDS
11052 ELEMENTARY MATRIX ALGEBRA OPERATIONS
11053 REWRITING VERBAL PHRASES AS ALGEBRAIC EXPRESSIONS
11054 COORDINATE
11055 EQUATIONS
11056 SOLVING QUADRATIC EQUATIONS
11057 ALGEBRAIC LAWS
11058 ALGEBRA GAUGE
15038 MONEY CHANGE
15037 NUMERAL NAMES
15036 NUMBER SEQUENCE
15035 TENS & HUNDREDS
15034 CALENDAR
15033 COUNTING
15032 ABC'S
15005 YOUNG FOLKS SERIES - LETTER RECOGNITION
15003 YOUNG FOLKS SERIES - PUSSIN BOOTS
15004 YOUNG FOLKS SERIES - WORD FACTORY
15008 MATCH GAME PROGRAM
15007 LETTERS & NUMBERS PROGRAM
15006 YOUNG FOLKS SERIES - MILK BOTTLES
15011 CLOCK
15020 WHICH 2 ARE THE SAME
15021 ALPHABETICAL ORDER
15002 PROBLEM SOLVING
11063 FACTORING THE DIFFERENCE OF SQUARE
11065 MULTIPLYING BINOMIALS
11066 AREA OF RECTANGLE
14000 SPELLING PACKAGE
15000 TELLING TIME
15001 MONEY
11059 ALGEBRA GAMUT
11060 FUNCTION PLOTTER
16002 COMPETE - PLANT COMPETITION
16003 ENZKIN - ENZIME KINETICS
16004 EVOLUT - EVOLUTION & NATURAL SELECTION
16005 LINKOVER - GENETIC MAPPING
16006 PLANTS AND HOW THEY GROW
16007 GENETICS
17002 BUSINESS RESEARCH
19000 GRAM - MOLECULAR MASS
19001 MOLE CONCEPT THE
19014 FORMULAS OF COMPOUNDS DRILL
19013 NAMING COMPOUNDS DRILL
19012 SYMBOLS AND VALENCES DRILL
19011 EMF OF ELECTROCHEMICAL CELLS
19010 PH CONCEPT
19009 PERCENT CONCENTRATION
19007 STOICHIOMETRY-VOLUME/VOLUME
19006 STOICHIOMETRY-MASS/VOLUME
19005 STOICHIOMETRY-MASS/MASS
19003 CHEMISTRY I
19002 MOLARITY CONCEPT THE
19004 CHEMISTRY II
27002 SERIES/PARALLEL CIRCUIT ANALYSIS
27003 FARADAYS LAW
22011 DEBUGGER PRO SERIES-SERIES 2
22012 DEBUGGER PRO SERIES-SERIES 3
22013 DEBUGGER PRO SERIES-SERIES 4
22014 DEBUGGER PRO SERIES-SERIES 5
24003 ALPHA-PET
19023 TITRATION
19024 DIFFUSION
22001 STEP BY STEP
22002 KIDSTUFF
22005 SNAIL
22006 BLT
22010 DEBUGGER PRO SERIES-SERIES 1
19022 CHEMICAL NOMENCLATURE
19017 RKINET-REACTION KINETICS
19018 HABER-AMMONIA SYNTHESIS
19021 CHEMICAL FORMULAS
19019 BALANCING CHEMICAL EQUATIONS
19020 PERIODIC QUIZ
28076 LOCOMOTIVE (3G LIGHT PEN)
28075 WHICH NUMBER COMES NEXT (3G LIGHT PEN)
28067 WHAT NUMBER IS MISSING
28063 MULTIPLICATION PROGRAM
28062 SUBTRACTION PROGRAM
28061 ADDITION PROGRAM
28031 JUNIOR HIGH MATH I
28035 MODULAR ARITHMETIC
28036 PROPORTION PROBLEMS
28037 PERCENT PROBLEMS
28042 MODE MEDIAN AND MEAN
28044 DECIMALS I
28046 VERBAL PROBLEMS I-NUMERICAL RELATIONSHIPS
28048 DECIMALS
28050 FACTORING WHOLE NUMBERS
28051 FRACTIONS
28052 MATCHING AND USING NUMBERS
28053 ADDITION AND SUBTRACTION
28054 SIMPLE MULTIPLICATION AND DIVISION
28055 FRACTIONS
28057 SETS
28118 MULTIPLYING FRACTIONS
28117 ADDING FRACTIONS
28116 LIGHTS OUT
28097 SUBTRACTION
28095 OIL WELL
28092 GUESSTIMATOR-B
28089 GUESSTIMATOR
28082 MATH SAFARI
28081 LONG DIVISION
28080 1-2-3 DIGIT MULTIPLICATION
28079 ADDITION WITH CARRY
28159 STORY PROBLEM PRACTICE-AVERAGING
28130 MISSING NUMBERS-BY ONES
28179 METRIC OBSTACLE COURSE 1
28154 PATH MASTER
28180 METRIC OBSTACLE COURSE 2
28160 STORY PROBLEM PRACTICE-AREA/PERIMETER/VOLUME
28164 THREE SECOND CLUB FOR RECORD SETTERS
28170 CONVERTING DECIMALS TO FRACTIONS
28176 AREA
28181 METRIC OBSTACLE COURSE 3
28178 METRIC LINE
28182 WORKING WITH METRICS
28215 PERCENTS 3
28208 DECIMALS 1
28213 PERCENTS 1
28214 PERCENTS 2
28217 PERCENTS 5
28221 DECIMALS 9
28216 PERCENTS 4

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book.
The Blue Book is arranged in numerical order by blue book number.

28220 DECIMALS 8
28177 VOLUME
28306 POTATOE FACTORY (BASE NUMBERS)
36008 TELENGARD
36010 TANKTICS
36017 GALAXY
36009 DRAW POKER
36011 BOMBER ATTACK
36012 GUNS OF FORT DEFIANCE
36013 COMPUTER BASEBALL STRATEGY
36014 ROADRACER
36015 MIDWAY CAMPAIGN
36016 COMPUTER STOCKS AND BONDS
36018 VOYAGER
36020 DNIEPER RIVER LINE
36054 MIND STRETCHER SERIES - JIGSAW
36055 MIND STRETCHER SERIES - JIGSAW/TRAFFIC JAM
36056 MIND STRETCHER SERIES - RUBIK/CANDLES
36058 MIND STRETCHER SERIES - JINX/WELTER
36059 MANSION/MUSEUM/PENTAGON
36060 HIGH SEAS/FUR TRAPPER
36083 SCARE CITY MOTEL
36084 AD GAME THE
36085 TRAIL WEST
36107 ASTEROIDZ
36108 MUNCHMAN
36111 BOMBS AWAY
36117 TARGET COMMAND
36057 MIND STRETCHER SERIES - BLACK/KAYLES
36007 ANDROMEDA CONQUEST
34000 FOREIGN LANGUAGE SERIES - 1
34001 FOREIGN LANGUAGE SERIES - 2
34002 FOREIGN LANGUAGE SERIES - 3
34003 FOREIGN LANGUAGE SERIES - 4
36003 PLANET MINERS
36005 COMPUTER ACQUIRE
36000 B-1 NUCLEAR BOMBER
36001 LORDS OF KARMA
36006 NUKEWAR
37009 BIRDS
37010 MAMMALS
37011 MATTER
37012 SOUND
37013 COMMUNICATIONS
37014 LIGHT
37017 OIL RIG
37018 BALANCE BEAM
37019 BULLS-EYE
37020 DIRECT HIT
37021 BLOCK STACKER
37022 HAY DAY
37023 DEMOLITION DERBY
37024 METRIC JUMP
37025 LIGHT FIVE
37026 TORPEDO ALLEY
37027 INTERCEPTOR
37028 SAVE THE WHALES
37029 WATTS UP
37030 EARTHQUAKE
37042 SHARING SCIENCE-SERIES 5
37043 SHARING SCIENCE-SERIES 6
37044 BLACKBOX
37045 ROWBOAT-DINOSAURS
37046 ROWBOAT-PLANTS
37047 ROWBOAT-INVERTEBRATES
37048 ROWBOAT-POLLUTION
37049 ROWBOAT-WEATHER
37050 ROWBOAT-CONSERVATION OF ENERGY
37054 HUMAN BODY THE-AN OVERVIEW
37056 PHYSICAL SCIENCE SERIES-DENSITY OF SOLIDS
37059 PHYSICAL SCIENCE SERIES-SATURATED SOLUTIONS
37062 PHYSICAL SCIENCE SERIES-COMPOSITION OF COMPOUNDS
37063 PHYSICAL SCIENCE SERIES-COMPOSITION OF COMPOUNDS
37065 PHYSICAL SCIENCE SERIES-THICKNESS OF A THIN SHEET
40000 GOOD HEALTH HABITS
40001 OUR BODIES
40002 HEALTH AND OUR BODIES
40003 LOOKING AND FEELING YOUR BEST
40004 NUTRITION
40005 EMERGENCIES AND FIRST AID
40006 SMOKING
41003 DINNERS ON
41006 PRICE SHOPPER
37002 SOLAR SYSTEM THE
37003 MATTER AND ENERGY
37004 LIVING THINGS
37005 EARTH AND ITS COMPOSITION THE
37006 LIFE IN THE OCEANS
37007 ELECTRICITY
37008 INSECTS
47301 VIEWING VERBS
47152 MATCHING CAPITAL LETTERS (3G LIGHT PEN
47300 NOTICING NOUNS
47299 GAINS IN GRAMMAR - GRADES 5 & 6
47298 GAINS IN GRAMMAR - GRADES 4 & 5
47297 GAINS IN GRAMMAR - GRADES 3 & 4
47296 PUNCTUATION PROGRESS - GRADES 5 & 6
47295 PUNCTUATION PROGRESS - GRADES 4 & 5
47294 PUNCTUATION PROGRESS - GRADES 3 & 4
47293 CAPITALIZATION CONTEST - GRADES 5 & 6
47292 CAPITALIZATION CONTEST - GRADES 4 & 5
47291 CAPITALIZATION CONTEST - GRADES 3 & 4
47282 VOCABULARY CROSSWORDS - LEVEL 13
47281 VOCABULARY CROSSWORDS - LEVEL 12
47280 VOCABULARY CROSSWORDS - LEVEL 11
47279 VOCABULARY CROSSWORDS - LEVEL 10
47278 VOCABULARY CROSSWORDS - LEVEL 9
47277 VOCABULARY - LEVEL 13
47276 VOCABULARY - LEVEL 12
47275 VOCABULARY - LEVEL 11
47274 VOCABULARY - LEVEL 10
47273 VOCABULARY - LEVEL 9
47271 VOCABULARY BUILDER - SERIES 2
47270 VOCABULARY BUILDER - SERIES 1
47269 GAME THE
47268 NEVER AGAIN
47267 FIRE THE
47272 VOCABULARY BUILDER - SERIES 3
47266 FEAR OF CHOCOLATE
47265 WAY THE
47264 INVASION
47262 BY THE RULES
47259 SUBSTITUTE
47257 GUARD DOGS
47254 SECOND CHANCE
47249 OREGON TRAIL THE
47099 IMPROVING WRITING STYLE-EXCESS WORDS
47245 A SHOCK FOR FRIENDS - ELECTRICITY
47241 PONDS FORESTS PRAIRIES
47239 WHATS THE SENSE
47236 WHAT IS A GIANT
47233 TIMMY THE TURTLE
47232 GUS
47230 TROUBLED WATERS
47226 NATURES WONDERS
47224 EMPORER WEARS A TUXEDO THE
47222 CREATURES OF THE DEEP
47219 ROAD RALLY
47214 WHAT DOES RED MEAN
47216 TALL ONES THE
47212 GIANT BIRD THE
47210 TIMS HOT ROD
47209 MUD BUGS THE
47187 HOMONYM MACHINE
47186 ANTONYM MACHINE
47184 SYNONYM SERIES
47181 USAGE BONERS
47179 ROOT WORDS
47178 MORE SUFFIXES
47177 SUFFIXES
47176 MORE PREFIXES
47175 PREFIXES
47162 MAKING AN OUTLINE
47158 MAKE A SENTENCE
47156 MATCHING WORDS (3G LIGHT PEN)
47155 MATCHING WORDS
47154 WHICH LETTER COMES NEXT (3G LIGHT PEN)
47153 WHICH LETTER COMES NEXT
47150 READING RACER ONE
47137 WORD WEAVER
47136 CAPITALIZATION SERIES
47134 DEFINITIONS
47133 ANTONYMS
47132 SYNONYMS
47131 WORD RELATIONSHIPS
47130 WORD CATEGORIES-WORDS OF SIMILAR APPEARANCE
47129 WORD CATEGORIES-LITERATURE
47107 MECHANICS-CAPITALIZATION (B)
47106 MECHANICS-CAPITALIZATION (A)
47124 SAT VERBAL SKILLS-GROUP C
47123 WORD CATEGORIES-SCIENCE/MATH
47127 WORD CATEGORIES-HUMANITIES
47126 WORD CATEGORIES-HISTORY
47125 SAT VERBAL SKILLS-FOREIGN WORDS AND PHRASES
47123 SAT VERBAL SKILLS-GROUP B
47120 SAT VERBAL SKILLS-ETYMOLOGY
47119 GLOSSARY OF USAGE
47117 SPELLING-A BATCH OF ENDINGS
47116 SPELLING-POSSESSING THE POSSESSIVES
47115 SPELLING-HEARING THE HOMONYMS
47114 SPELLING-SPELLING THOSE PLURALS
47113 SPELLING-STILL MORE NASTY DEMONS
47112 SPELLING-MORE NASTY DEMONS
47111 SPELLING-THOSE NASTY DEMONS
47108 MECHANICS CAPITALIZATION (C)
47109 SPELLING-IE OR EI
47105 MECHANICS-QUOTATIONS
47104 MECHANICS-COMMAS
47103 MECHANICS-END MARKS
47098 IMPROVING WRITING STYLE SENTENCE BEGINNINGS (A & B)

KEY-WORD INDEX

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47097 IMPROVING WRITING STYLE-PARALLEL STRUCTURE (A & B)
47096 IMPROVING WRITING STYLE-SUBORDINATION
47095 IMPROVING WRITING STYLE-FAULTY COORDINATION
47101 USAGE-IRREGULAR VERBS
47100 USAGE-SUBJECT/VERB AGREEMENT (A & B) PRONOUN/ANTECEDENT AGREEMENT (A & B)
47093 SENTENCE STRUCTURE ERRORS-RUN-ON SENTENCES (B)
47094 IMPROVING WRITING STYLE-COORDINATION (A & B)
47092 SENTENCE STRUCTURE ERRORS-RUN-ON SENTENCES (A)
47091 SENTENCE STRUCTURE ERRORS-MISPLACED MODIFIERS
47090 SENTENCE STRUCTURE ERRORS-FRAGMENTS (B)
47089 SENTENCE STRUCTURE ERRORS-SENTENCE FRAGMENTS (A)
47077 RECOGNIZING FULL SENTENCES
47039 RECREATIONAL/EDUCATION DISK
49026 BOOKSHELF
49020 ENCYCLOPEDIA KEY WORDS
49019 BIBLIOGRAPHY
49014 BASIC FICTION SKILLS
49013 LEARNING TO UNDERSTAND THE COPYRIGHT NOTICE
49005 LEARNING HOW TO USE THE TABLE OF CONTENTS
49001 ORDERIT
49010 ADVANCED DEWEY DECIMAL SYSTEM
49011 USING REFERENCE TABLES IN AN ALMANAC
49012 DICTIONARY SKILLS
49008 LEARNING TO LOCATE BOOKS ON THE SHELF
49007 LEARNING TO USE AN INDEX
49006 LEARNING HOW TO UNDERSTAND THE TITLE PAGE
49004 LEARNING ABOUT CATALOG CARDS
49000 CATALOGIT
59003 RNAV-3 NAVIGATOR-PACIFIC COAST
59004 RNAV-3 NAVIGATOR-WESTERN UNITED STATES
59007 BICYCLE SAFETY
59005 RNAV-3 NAVIGATOR-NORTHEAST UNITED STATES
54003 HIGHER SAME LOWER
47318 SPELL THAT WORD-SILENT LETTERS
53005 DRIVER EDUCATION REVIEW
54002 LINES AND SPACES OF THE TREBLE CLEF
53001 PET-CALC
53000 32 BASIC PROGRAMS FOR THE PET COMPUTER
50003 DELUXE ADDRESSER
47386 WORD ELEMENTS-SERIES ONE
47387 WORD ELEMENTS-SERIES TWO
47391 CLASSES OF NOUNS
47388 WORD ELEMENTS-SERIES THREE
47389 WORD ELEMENTS-SERIES FOUR
47390 WORD ELEMENTS-SERIES SIX
47381 FOUR BASIC READING SKILLS
47385 BASIC SKILLS PRACTICE D
47382 BASIC SKILLS PRACTICE A
47383 BASIC SKILLS PRACTICE B
47384 BASIC SKILLS PRACTICE C
47379 FLASH SPELL HELICOPTER
47353 SPELL C
47351 SPELLING (5 PROGRAMS)
47349 VOWELS O
47348 VOWELS I
47350 VOWELS U
47346 VOWELS A
47347 VOWELS E
47345 VOWELS (A-U)
47340 SPELL
47339 ALPHABETIZE
47322 SPELL THAT WORD-COMMONLY MISSPELLED WORDS
47325 WORD ZAPPER III
47307 SENTENCE SENSE-COMPLEX COMPOUND-COMPLEX SENTENCES
47306 SENTENCE SENSE-SIMPLE/COMPOUND SENTENCES
47305 SENTENCE SENSE-RUN-ONS/SENTENCES
47304 SENTENCE SENSE-FRAGMENTS/SENTENCES
47303 ADVERBS-REVIEW AND DRILL
47302 ADJECTIVES-REVIEW AND DRILL
47319 SPELL THAT WORD-COMPOUND WORDS
47320 SPELL THAT WORD-LETTER C WORDS
47321 SPELL THAT WORD-LETTER G WORDS
47308 SENTENCE SENSE-DANGLING MODIFIERS
47309 SENTENCE SENSE-CUMULATIVE REVIEW OF SENTENCES
47314 SPELL THAT WORD-IE ENDINGS
47315 SPELL THAT WORD-AI ENDINGS
47316 SPELL THAT WORD-EE AND EA WORDS
47317 SPELL THAT WORD-IE AND EI WORDS
68011 WORLD POLAR REGIONS
68010 COMMUNITY HELPERS
68009 TRANSPORTATION
68008 HOLIDAYS & FESTIVALS
68007 BEGINNING GEOGRAPHY
68006 YOUR COMMUNITY
68005 FARM LIFE
68021 ANCIENT CIVILIZATIONS
68022 EARLY HUMANS
68020 MIDDLE AGES THE
68017 STATES OF THE UNITED STATES
68018 AMERICAN INDIANS
68016 GROWTH OF THE UNITED STATES
68013 WORLD MOUNTAIN REGIONS
68014 AMERICAN HISTORY THROUGH BIOGRAPHIES
68015 WHO BUILT AMERICA
68012 WORLD DESERT REGIONS
68035 FACTS AND OPINIONS
68032 STATES AND CAPITALS
68027 I LOVE AMERICA SERIES-HISTORY STAR
68026 I LOVE AMERICA SERIES-U.S. CITIES
68025 I LOVE AMERICA SERIES-SMALL TOWN U.S.A.
72012 2-SCORES AND STANDARD SCORES
72008 PROBABILITY III
72006 PROBABILITY I
72003 PERMUTATIONS 2
72004 COMBINATIONS
72002 PERMUTATIONS 1
71002 ROUND ROBIN SCHEDULER
68086 DECADES GAME THE-SERIES THREE
68083 STATES GAME THE
68085 DECADES GAME THE-SERIES TWO
68084 DECADES GAME THE-SERIES ONE
68075 FISH
68073 AWARENESS BRIDGE-HUMAN ECONOMIC AND DEMOGRAPHIC CONDITIONS
68072 AWARENESS BRIDGE-POLITICAL GEOGRAPHY OF THE EARTH
68071 AWARENESS BRIDGE-PHYSICAL GEOGRAPHY OF THE EARTH
68070 TUG OF WAR-THE KOREAN WAR
68069 TUG OF WAR-WORLD WAR II
68068 TUG OF WAR-WORLD WAR I
68067 TUG OF WAR-THE SPANISH/AMERICAN WAR
68066 TUG OF WAR-THE CIVIL WAR
68062 MATCH MASTER-PRESIDENTS
68061 MATCH MASTER-EXPLORERS
68059 MATCH MASTER-AMERICAN INVENTORS
68058 GEOGRAPHY TERMS
68057 CANADA
68065 TUG OF WAR-THE REVOLUTIONARY WAR
68064 MATCH MASTER-SCIENTISTS
68063 MATCH MASTER-FAMOUS WOMEN
67009 TEST TABULATOR
67010 GRADER
62045 MOTION PROBLEMS II (ROUND TRIP AND OVERTAKING)
62044 MOTION PROBLEMS I (OPPOSITE DIRECTIONS)
62042 FORCE
62040 SCATTER-PARTICLE SCATTERING
62039 INTERP-WAVE SUPERPOSITION
62038 MODERN TOPICS
62034 SET 3 - MECHANICS
62033 SET 2 - MECHANICS
62029 ELECTRIC FIELD ANALYSIS
62025 CALORIMETRY ANALYSIS
62021 VECTOR ANALYSIS II
62020 VECTOR ANALYSIS I
62017 LONGITUDINAL STANDING WAVES
62016 TRANSVERSE STANDING WAVES
62012 SPECIFIC GAS LAWS
54004 MATCHING RHYTHMS
54009 MAESTRO MUSICA-SERIES 4
54007 MAESTRO MUSICA-SERIES 2
54006 MAESTRO MUSICA-SERIES 1
54005 MATCHING EQUIVALENT NOTES
62001 PHYSICS II
62000 PHYSICS I
93010 PET FUN AND GAMES
93009 SOME COMMON BASIC PROGRAMS-PET/CBM EDITION
93007 PET/CBM AND THE IEEE 488 BUS (GPIB) 2ND EDITION
93006 PET PERSONAL COMPUTER GUIDE
93004 BASIC/BASIC-ENGLISH DICTIONARY
93003 INSTANT (FREEZE-DRIED COMPUTER PROGRAMMING IN) BASIC
93002 PET/CBM-AN INTRODUCTION TO BASIC PROGRAMMING AND APPLICATIONS
80000 VECTOR 4609 PERIPHERAL
76035 BILLS TOOL BOX
76020 SYSRES
76019 WRITING MACHINE LANGUAGE QUIPS
76007 PET/CBM CROSS REFERENCE PROGRAM

COMMODORE VIC-20

15023 ABC'S 1
15024 ABC'S 2
15025 ALPHABETIZE 1

KEY·WORD INDEX

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15015 ALPHABET SONG
15010 MAXI TAXI
15009 A DOLLAR AND CHANGE
15028 CALENDAR 1
15029 CALENDAR 2
15030 NUMBER SEQUENCE 1
15031 MONEY CHANGE 1
10002 ACCOUNT - THE
10004 CASH FLOW MODEL
16008 GREEN MACHINE THE
17001 SALES/EXPENSE
17005 BILLING SOLVER THE
17006 CLIENT TICKLER THE
17008 P E R T MYVIC
17009 RATIOS
27004 FORMULAS
24006 TAPE WORM THE
24004 CLUB LISTER THE
24005 TAPE GENI THE
21000 BULLETIN BOARD THE
21001 MA BELL
21002 MORSE CODE TRAINER
21006 WAZ RECORD
21007 DXCC RECORD
21008 VIC MORSE
21009 MORSE TRAINER
21005 WAS RECORD
21010 VIC RTTY
21011 MORSE CODE
21012 5B WAS RECORD
21013 5B WAZ RECORD
21014 5BDXCC RECORD
22003 TURTLE GRAPHICS
28047 MISSILE MATH
28060 MATH DRILL
28125 TUG O WAR
28128 TEN - 10
28205 FRACTION SYMBOLS 2
28197 PLACE VALUE 1
28199 FRACTION CONCEPT 1
28185 RACE CAR FACTS 1
28190 COUNTING 2
28189 COUNTING 1
28191 COUNTING 3
28196 TENS 1
28200 FRACTION CONCEPT 2
28201 FRACTION CONCEPT 3
28202 FRACTION PARTS 1
28204 FRACTION SYMBOLS 1
28203 FRACTION PARTS 2
33011 PRESENT VALUE
33009 STOCK TICKER TAPE THE
33008 LOAN REPAYER THE
33004 MORTGAGE CALCULATOR THE
33003 DEPRECIATOR THE
33002 VICKY CALC
28304 MATH MAGICIAN THE
28305 FUN FRACTIONS
36019 SHOOTOUT
36027 FLIP DISK
36029 MARSH HOPPER
36030 PADDED CELLS
36031 PONTOON MASTER
36033 JAY WALKER
36036 ZAP
36037 KEYQUEST
36147 TRIPPLE PLAY
36042 BREAKOUT
36043 SIMON
36044 METEOR BATTLE
36045 SPACE WARS
36047 SPACE BATTLE
36048 VICVADERS
36046 ROBOT CHASE
36049 VIC CAVE EXPLORER
36050 HANGVIC
36051 LUNAR LANDER
36052 VIC ALIEN
36053 RIVER BOAT
36061 SKIER
36062 MAZE OF MIKOR
36064 VICTREK
36065 PINBALL
36066 SIMON
36067 FUEL PIRATES
36068 LASER BLITZ
36070 TANK TRAP
36071 CONCENTRATION
36072 DAM BOMBER
36074 RAID ON ISRAM
36075 AGGRESSOR
36076 PROTECTOR
36077 SHAMUS
36078 QUEENS BEDROOM THE
36080 PIRATES PERIL
36088 KRUSHER
36089 BOXES
36090 WALL
36091 RAM
36093 PICKUP
36094 ATTACK
36095 PROBE
36096 QUICK
36097 FIRE
36100 CUTOFF
36099 ALIEN
36101 INTRUDER
36102 PARKING LOT
36103 SONAR SUB
36104 BAGELS
36109 ARTILLERY
36110 ALIEN INVASION
36069 PAK BOMBER
36111 BOMBS AWAY
36112 CATTLE-ROUND-UP
36114 MOW
36115 HEAD ON
36116 SNAKEOUT
36118 ADVENTURE PAK
36119 COSMIC CRUZER
36121 BUG BLAST
36122 CRICKET
36120 PARATROOPER
36126 SPACE QUEST
36127 CATCH THE
36128 ALIEN PANIC
36130 COLLIDE
36133 RACEFUN
36134 RESCUE FROM NUFON
36135 DEFENDER ON TRI
36129 ANTIMATTER SPLATTER
36131 EXTERMINATOR
36132 KRAZY KONG
36136 3D MAN
36143 VIC LEMONADE
36175 GRAVE ROBBERS
36144 STAKEOUT
36178 ADVENTURE PACK II
36032 ANT HILL
36180 KONGO KONG
36148 DOT-A-LOT
36149 BOMBER WORD
36186 BLUE TIGER CHASE
36073 TORG
37021 BLOCK STACKER
37022 HAY DAY
37027 INTERCEPTOR
37030 EARTHQUAKE
37031 RIVER RUN
37032 WIND CLOUD
37033 FERTILE FIELDS
37034 ALFALFA MILLIONAIRE
37035 E T A
37036 THUNDERBOLT
37037 DEW DROP
38001 BARCHART THE
38002 SKETCH PAD & CHARGEN
40012 AEROBICS POINTS CALCULATOR
41001 NAME AND ADDRESS FILE
41002 GROCERY MART
41004 HOME INVENTORY
41007 PHONE DIRECTORY THE
44001 BUSINESS INVENTORY
47215 MADE FOR THE DESERT
47283 VOCABULARY EXPANDER - GRADE 9 & 10
47261 CHIEF JOSEPH
47258 ROUGHING IT
47256 EXCUSE ME
47253 SURFS UP
47248 LONG VOYAGE THE
47244 NEW WORLD THE
47240 A LONG TIME AGO
47237 FATHER OF OUR COUNTRY
47234 WHITE AS SNOW
47231 MOMS MAD
47228 DEATH OF THE DINOSAURS
47227 GREAT DETECTIVES THE
47223 BANDIT BILL
47220 LONG JOURNEY THE
47217 WINGS AND WHEELS
47213 NEW GIRL THE
47211 SNIFFLES
47208 TAKE TEN-STORY COMPREHENSIVE SERIES
47207 WORD GUESS SPELLING SERIES-LEVEL E
47206 WORD GUESS SPELLING SERIES-LEVEL D
47205 WORD GUESS SPELLING SERIES-LEVEL C
47204 WORD GUESS SPELLING SERIES-LEVEL B
47203 WORD GUESS SPELLING SERIES-LEVEL A
47202 READING COMPREHENSIVE-SET D
47201 READING COMPREHENSIVE-SET C
47200 READING COMPREHENSIVE-SET B
47199 READING COMPREHENSIVE-SET A
47198 TYPE TO READ-SET D
47197 TYPE TO READ-SET C
47196 TYPE TO READ-SET B
47185 VOCABULARY SERIES
47180 PLURAL NOUNS
47174 EXTRA PRACTICE SPELLING SERIES
47173 CONTRACTIONS
47169 COMPOUND WORDS
47151 MATCHING CAPITAL LETTERS
47148 PUNCTUATION SERIES
47135 READ TEST
59016 TOUCH TYPING TUTOR 3.0

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

49023 BOOKSHELF 1
49024 BOOKSHELF 2
49022 DICTIONARY USE 2
49021 DICTIONARY USE 1
59010 TYPING TUTOR PLUS WORD INVADERS
59006 BLACKJACK TUTOR
59002 TYPING PRACTICE
59001 TYPE ATTACK
53004 ROBOT SPARE PARTS FACTORY
53003 DRIVER EDUCATION SET
51000 BLOOD BANK (HEART AND BLOOD)
51001 EXPLORERS DIGEST (DIGESTION)
51002 SECOND WIND (RESPIRATION)
51003 SALVAGE (EXCRETION)
51004 SUNNYSIDE UP (REPRODUCTION)
51005 I.Q. (NERVOUS SYSTEM)
50004 MAILMAN THE
47338 VOWELS-U
47336 VOWELS-I
47337 VOWELS-O
47330 SPELL 1
47331 TICTACTOE SPELL 1
47332 SCRAMBLE SPELL 1
47333 SCRAMBLE LETTERS 1
47334 VOWELS-A
47335 VOWELS-E
68035 FACTS AND OPINIONS
68024 STATES AND CAPITALS
71003 GOLF SCORECARD
71001 GOLF
54001 SYNTHESOUND
54000 VIC SYNTH
60009 PROFIT SHARING PLAN
60006 BALANCING ACT
60005 SUPER CHECKBOOK (VIC-20)
60004 BUDGET II
60003 BUDGET
93013 STIMULATING SIMULATIONS FOR THE VIC
93012 HOME APPLICATIONS FOR THE VIC-20 PERSONAL COMPUTER
93005 VIC-20 USER GUIDE
93000 MORE THAN 32 BASIC PROGRAMS FOR THE VIC COMPUTER
91001 COMPUTERIZED PAGING SYSTEM
83009 PRINTER DRIVE CARTRIDGE
83008 SOUNDTRAP
83002 3G LIGHT PEN
83001 COMMODORE CASE-MODEL CM-704
83000 COMMODORE CASE-MODEL CM-703
81010 UNIVERSAL TAPE INTERFACE & DUPLICATOR
81007 HESSTICK I
81008 SOUND BOX
81001 I/O CONNECTOR
80007 VIGOR-3 SLOT EXPANSION BOARD
80006 VIM-16 8/16K EXPANSION MODULE
80004 CONNECTION THE (PRINTER INTERFACE)
80002 EXPAND-O-RAM
80001 HES CARD 20
78002 HES WRITER
78000 WORD WIZARD
76037 DEVELOP-20
76034 FILE SAFE
76015 HES MON
76022 PRINT MY PROGRAM
76021 6502 PROFESSIONAL DEVELOPMENT SYSTEM
76014 VIC FORTH
76006 VIC FILE
76004 FILEWRITER/FILEREADER

COMMUNICATION
37013 COMMUNICATIONS

COMMUNICATIONS SYSTEMS
91000 DELPHI

COMMUNITIES
68010 COMMUNITY HELPERS
68006 YOUR COMMUNITY

COMPARISON SHOPPING
33005 MORTGAGE COMPARER THE

COMPILERS
76032 TINY BASIC COMPILER

COMPOUNDS
37062 PHYSICAL SCIENCE SERIES-COMPOSITION OF COMPOUNDS PART I
37063 PHYSICAL SCIENCE SERIES-COMPOSITION OF COMPOUND PART II
37064 PHYSICAL SCIENCE SERIES-2 COMPOUNDS OF COPPER & CHLORINE

COMPUTER FORMS
96000 NEBS COMPUTER FORMS

COMPUTER LITERACY
22000 COMPUTER LITERACY INSTRUCTIONAL PROGRAM (CLIP)+

COMPUTER ORIENTATION
22017 GORTEK AND THE MICROCHIPS

COMPUTER SCIENCE
59000 KEYBOARDING

COMPUTER TABLES
83004 1685 COMPU-TABLE

COMPUTER TUTORIALS
22000 COMPUTER LITERACY INSTRUCTIONAL PROGRAM (CLIP)
22017 GORTEK AND THE MICROCHIPS
22002 KIDSTUFF
22005 SNAIL
22003 TURTLE GRAPHICS
22004 TURTLE GRAPHICS II

CONJUNCTIONS
47086 CONJUNCTIONS

CONSERVATION
37050 ROWBOAT-CONSERVATION OF ENERGY

CONSONANTS
47380 CONSONANT-VOWEL-CONSONANT (C-V-C)
47313 SPELL THAT WORD-CONSONANT DIAGRAPHS
47196 TYPE TO READ-SET B
47197 TYPE TO READ-SET C
47012 USING PHONICS IN CONTEXT

CONSTELLATIONS
37079 CONSTELLATIONS
37080 STARFINDER

CONTRACTIONS
47173 CONTRACTIONS
47082 CONTRACTIONS
47021 ENGLISH BASICS-CONTRACTIONS (I AND II)

COOKING
41015 MOTHERS RECIPES

COORDINATE PLANES
11054 COORDINATE
11037 COORDINATE GEOMETRY
11007 GRAPHING
11008 INTRO TO GRAPHING ON THE COORDINATE PLANE
11009 PLOTTING POINTS ON THE COORDINATE PLANE

COPPER
37074 HISTOGRAM GENERATION & ANALYSIS-2 COMPOUNDS OF COPPER & CHLORINE
37064 PHYSICAL SCIENCE SERIES-2 COMPOUNDS OF COPPER & CHLORINE

COPYRIGHT
49013 LEARNING TO UNDERSTAND THE COPYRIGHT NOTICE

CORN CROPS
37033 FERTILE FIELDS

COST ANALYSIS
44000 INFOTORY

COUNTING
28065 COUNT EM
28277 COUNT MULTIPLES
15033 COUNTING
28189 COUNTING 1
28190 COUNTING 2
28191 COUNTING 3
28127 DUCKS
15040 EARLY GAMES
72001 FACTORIALS AND THE COUNTING PRINCIPLE
28126 JEEP JAMBOREE
28076 LOCOMOTIVE (3G LIGHT PEN)
28134 MISSING NUMBERS 1-2-3-5-10
28132 MISSING NUMBERS-BY FIVES
28130 MISSING NUMBERS-BY ONES
28133 MISSING NUMBERS-BY TENS
28131 MISSING NUMBERS-BY TWOS
15038 MONEY CHANGE
15031 MONEY CHANGE 1
28129 NAMING NUMBERS
15036 NUMBER SEQUENCE
15030 NUMBER SEQUENCE 1
15044 NUMBERS I
15045 NUMBERS II
15046 NUMBERS III
15037 NUMERAL NAMES
28336 SOOPER SCOOPER
28196 TENS 1
15035 TENS AND HUNDREDS

CP/M
78001 FINAL WORD THE
24002 PFAS THE ISAM FOR PASCAL

CREDIT BUYING
41012 MY CREDIT CARDS

CREDIT CARDS
41012 MY CREDIT CARDS

CRIBBAGE
36160 CRIBBAGE

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

CROSSWORD PUZZLE
47278 VOCABULARY CROSSWORDS-LEVEL 9
47279 VOCABULARY CROSSWORDS-LEVEL 10
47280 VOCABULARY CROSSWORDS-LEVEL 11
47281 VOCABULARY CROSSWORDS-LEVEL 12
47282 VOCABULARY CROSSWORDS-LEVEL 13

CRYPTOGRAMS
47031 CRYPTO
36026 CRYPTOGRAMS

CUSTOMER RECORDS
45000 ORDER TRACKER

D

DATA ANALYSIS
33012 EASYCALC 64

DEBUGGING
76035 BILLS TOOL BOX
22010 DEBUGGER PRO SERIES-SERIES 1
22011 DEBUGGER PRO SERIES-SERIES 2
22012 DEBUGGER PRO SERIES-SERIES 3
22013 DEBUGGER PRO SERIES-SERIES 4
22014 DEBUGGER PRO SERIES-SERIES 5

DECIMALS
28167 ADDING AND SUBTRACTING DECIMALS
28168 COMPARING DECIMALS
28170 CONVERTING DECIMALS TO FRACTIONS
28171 CONVERTING FRACTIONS TO DECIMALS
28247 DECIMAL ADDITION
28259 DECIMAL COMPARISON
28246 DECIMAL CONCEPT
28256 DECIMAL CONVERSION 1
28257 DECIMAL CONVERSION 2
28250 DECIMAL DIVISION
28258 DECIMAL ESTIMATION
28084 DECIMAL EQUIVALENTS OF FRACTIONS
28249 DECIMAL MULTIPLICATION
28260 DECIMAL ROUNDING
28248 DECIMAL SUBTRACTION
28048 DECIMALS
28335 DECIMALS
28208 DECIMALS 1
28209 DECIMALS 2
28210 DECIMALS 3
28211 DECIMALS 4
28212 DECIMALS 5
28218 DECIMALS 6
28219 DECIMALS 7
28220 DECIMALS 8
28221 DECIMALS 9
28222 DECIMALS 10
28044 DECIMALS I
28045 DECIMALS II
28009 DECIMALS-ADDITION SUBTRACTION MULT & DIVISION
28018 DECIMALS AND GRAPHS AND MEAN MEDIAN AND MODE
28172 DIVISION WITH DECIMALS
28166 INTRODUCTION TO DECIMALS
28027 INTRODUCTION TO DECIMALS ON THE COMPUTER
28023 INTRODUCTION TO PERCENT
28112 LAWN OF THE LOST RINGS
28116 LIGHTS OUT
28169 MULTIPLYING DECIMALS
28228 PLACE VALUE
28162 STORY PROBLEM PRACTICE-DECIMALS

DECOMPOSITION
37072 HISTOGRAM GENERATION AND ANALYSIS-DECOMPOSITION OF WATER
37060 PHYSICAL SCIENCE SERIES-DECOMPOSITION OF WATER

DEDUCTIVE REASONING
37044 BLACKBOX

DEMOCRACY
68019 DEMOCRACY

DEMOGRAPHICS
68073 AWARENESS BRIDGE-HUMAN ECONOMIC AND DEMOGRAPHIC CONDITIONS

DENSITY
37070 HISTOGRAM GENERATION AND ANALYSIS-DENSITY OF A GAS
37069 HISTOGRAM GENERATION AND ANALYSIS-DENSITY OF LIQUIDS
37068 HISTOGRAM GENERATION AND ANALYSIS-DENSITY OF SOLIDS
37058 PHYSICAL SCIENCE SERIES-DENSITY OF A GAS
37057 PHYSICAL SCIENCE SERIES-DENSITY OF LIQUIDS
37056 PHYSICAL SCIENCE SERIES-DENSITY OF SOLIDS

DEPRECIATION
17000 DEPRECIATION/CRITICAL PATH/PROFIT ANALYSIS
33003 DEPRECIATOR THE

DESERT CONDITIONS
68012 WORLD DESERT REGIONS

DEVELOPING NATIONS
68002 SIMULATION ANNAM-THE STUDY OF A DEVELOPING COUNTRY

DEW
37037 DEW DROP

DEWEY DECIMAL SYSTEM
49010 ADVANCED DEWEY DECIMAL SYSTEM
49023 BOOKSHELF 1
49024 BOOKSHELF 2

DIARY
59012 DEAR DIARY

DICE
36038 CRAPS

DICTIONARY
49016 DICTIONARY GUIDE WORDS
49012 DICTIONARY SKILLS
49025 DICTIONARY USE
49021 DICTIONARY USE 1
49022 DICTIONARY USE 2

DIET
40011 DIET EVALUATION
59013 TRACK MY WEIGHT

DIFFRACTION
62039 INTERP-WAVE SUPERPOSITION
62036 WAVES

DIFFUSION
19024 DIFFUSION

DIGESTION
51001 EXPLORERS DIGEST (DIGESTION)

DINOSAURS
37045 ROWBOAT-DINOSAURS

DIRECTIONS
36086 DIRECTION AND DISTANCE

DISK SLEEVES
83007 DISCSAVERS

DISPLACEMENT
37066 HISTOGRAM GENERATION AND ANALYSIS-VOLUME BY DISPLACEMENT
37055 PHYSICAL SCIENCE SERIES-VOLUME BY DISPLACEMENT

DIVISION
11001 ALGEBRAIC EXPRESSIONS
28107 BACKFIRE
28165 DAREDEVIL DIVISION
28250 DECIMAL DIVISION
28212 DECIMALS 5
28298 DIV. ALGOR. 1
28300 DIV. ALGOR. 2
28149 EQUATIONS-MULTIPLICATION AND DIVISION
11002 EVALUATING ALGEBRAIC EXPRESSIONS
28034 DIVISION
28294 DIVISION CONCEPT 1
28295 DIVISION CONCEPT 2
28309 DIVISION DERBY
28273 DIVISION FACTS 0-25
28280 DIVISION FACTS 0-81
28041 DIVISION OF FRACTIONS
28155 INTERMEDIATE LONG DIVISION
28081 LONG DIVISION
28021 LONG DIVISION
28184 MATH DIVING 2
28195 MATH FACTS 2
28059 MULTIPLICATION AND DIVISION
28004 MULTIPLICATION AND DIVISION OF WHOLE NUMBERS
28291 MULTIPLICATION/DIVISION MACHINE 1
28297 MULTIPLICATION/DIVISION MACHINE 2
28099 PINBALL IQ
28054 SIMPLE MULTIPLICATION AND DIVISION
28193 SPEED FACTS 2
28158 STORY PROBLEM PRACTICE-MULTIPLYING AND DIVIDING
28188 TICTACTOE FACTS 2

DRAWING
22002 KIDSTUFF
38002 SKETCH PAD & CHARGEN
22003 TURTLE GRAPHICS
22004 TURTLE GRAPHICS II

DRIVER EDUCATION
53005 DRIVER EDUCATION REVIEW
53003 DRIVER EDUCATION SET
68082 ROAD LINES AND INTERSECTIONS
68081 UNITED STATES ROAD SIGNS

DRIVERS TEST
53003 DRIVER EDUCATION SET

DRUGS
40007 DRUGS AND ALCOHOL
41016 PILL BOX THE

KEY-WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

DUST COVERS
83003 COMPUCOVER DUST COVERS

E

EARTH
68074 AWARENESS BRIDGE-FLORA AND FAUNA OF THE EARTH
68071 AWARENESS BRIDGE-PHYSICAL GEOGRAPHY OF THE EARTH
37005 EARTH AND ITS COMPOSITION THE
37041 SHARING SCIENCE-SERIES 4

EARTHQUAKES
37030 EARTHQUAKE

ECOLOGY
68093 ECOLOGY MODELING
68004 ECOLOGICAL MODELING

ECONOMICS
68073 AWARENESS BRIDGE-HUMAN ECONOMIC AND DEMOGRAPHIC CONDITIONS

EDITORS
24007 EASYFILE 64
24000 FILE-FAX

ELECTRIC BEAM DEFLECTION
62038 MODERN TOPICS

ELECTRICAL ENERGY
29001 ENERGY AT WORK

ELECTRICITY
62029 ELECTRIC FIELD ANALYSIS
37007 ELECTRICITY
37051 LIGHT BULBS 1
37052 LIGHT BULBS 2
37040 SHARING SCIENCE-SERIES 3

ELECTROCHEMICAL CELLS
19011 EMF OF ELECTROCHEMICAL CELLS

ELECTROLYTIC SOLUTIONS
27003 FARADAYS LAW

ELECTRONS
37007 ELECTRICITY
62037 ELECTRICITY

ELEMENTS
19020 PERIODIC QUIZ

ENCYCLOPEDIA
49020 ENCYCLOPEDIA KEY WORDS

ENERGY
62005 ENERGY & THE INCLINED PLANE
37003 MATTER AND ENERGY
62004 MOMENTUM & ENERGY
37050 ROWBOAT-CONSERVATION OF ENERGY
37041 SHARING SCIENCE-SERIES 4
41008 UTILITY BILL SAVER

ENERGY CONSERVATION
62009 CALORIMETRY

ENGLISH COMPOSITION
47378 ENGLISH ACHIEVEMENT I-V

ENVIRONMENT
68004 ECOLOGICAL MODELING

ENZYME KINETICS
16003 ENZKIN - ENZIME KINETICS

ENZYMES
16003 ENZKIN - ENZIME KINETICS

EQUATIONS
11003 EQUATIONS
28150 EQUATIONS AND INEQUALITIES
11004 SOLVING EQUATIONS LEVEL 1
11005 SOLVING EQUATIONS LEVEL II
11006 SOLVING EQUATIONS LEVEL III

EQUIPMENT INVENTORY
67000 INVENTORY OF EQUIPMENT

EQUIPMENT SCHEDULING
67001 SCHEDULING OF EQUIPMENT

ERROR CHECKING
76011 DISPEL

ETYMOLOGY
47121 ETYMOLOGY-GREEK ROOTS AND PREFIXES
47122 ETYMOLOGY-LATIN ROOTS AND PREFIXES

EUROPE
68080 EUROPE-CAPITALS

EVOLUTION
16004 EVOLUT - EVOLUTION & NATURAL SELECTION

EXCRETION
51003 SALVAGE (EXCRETION)

EXERCISE
59014 JOGGERS LOGGER

EXPANSION BOARDS
80002 EXPAND-O-RAM
80001 HES CARD 20
80007 VIGOR-3 SLOT EXPANSION BOARD
80006 VIM-16 8/16K MEMORY EXPANSION MODULE

EXPANSION DEVICES
81005 FOUR PORT INTELLIGENT SWITCH
90000 SUPERBUS

EXPENSE REPORTS
17001 SALES/EXPENSE

EXPLORERS
68061 MATCH MASTER-EXPLORERS

EXPONENTS
11038 EXPONENTS AND LOGARITHMS

F

FACTORIALS
72001 FACTORIALS AND THE COUNTING PRINCIPLE

FACTORING
28050 FACTORING WHOLE NUMBERS

FAHRENHEIT
37053 TEMPERATURE CONVERTER THE

FAMILY MEDICAL RECORDS
41011 MEDICAL RECORDS

FAMILY RECORDS
41017 MY CHILDS MILESTONES

FAMOUS INVENTIONS
68087 INVENTIONS AND INVENTORS

FARADAYS LAW
27003 FARADAYS LAW

FARM ACCOUNTING
32000 CYBER-FARMER
32001 CYBER-FARMER 64
32002 FARMERS WORKBOOK

FARM ANIMALS
68005 FARM LIFE

FARM BUDGETING
32000 CYBER-FARMER
32002 FARMERS WORKBOOK

FARM LIVESTOCK
32003 HPS-HOG PRODUCTION SYSTEM

FARM MANAGEMENT
32000 CYBER-FARMER
32001 CYBER-FARMER 64
32002 FARMERS WORKBOOK

FARM STUDY
68005 FARM LIFE

FAUNA
68074 AWARENESS BRIDGE-FLORA AND FAUNA OF THE EARTH

FEELING GOOD
40003 LOOKING AND FEELING YOUR BEST

FERTILIZER
37033 FERTILE FIELDS

FICTION BOOKS
49014 BASIC FICTION SKILLS
49018 PUTTING FICTION BOOKS IN ALPHABETICAL ORDER

FILE HANDLING
24003 ALPHA-PET
24004 CLUB LISTER THE
24007 EASYFILE 64
24001 FAS-FILE
24000 FILE-FAX
24008 MEDIA REGISTER
24002 PFAS THE ISAM FOR PASCAL

FILE MANAGEMENT
76005 C64 FILE
76034 FILE SAFE
76004 FILEWRITER/FILEREADER
76023 LIGHTNING SORT
76012 PDBASE
76002 VERSACALC
76006 VIC FILE

FINANCIAL AID
67004 FINANCIAL AID MANAGEMENT (FAM-83)
67008 ND & L INTERNAC BILLING SYSTEM (NIBS)
67005 NEED ANALYSIS
67006 STUDENT PAYROLL

FIRST AID
40005 EMERGENCIES AND FIRST AID

FISH
68075 FISH

FITNESS
40012 AEROBICS POINTS CALCULATOR
59014 JOGGERS LOGGER

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

FLIGHT NAVIGATION
59005 RNAV-3 NAVIGATOR-NORTHEAST UNITED STATES
59003 RNAV-3 NAVIGATOR-PACIFIC COAST
59004 RNAV-3 NAVIGATOR-WESTERN UNITED STATES

FLIGHT PLANNING
37035 E. T. A.
59003 RNAV-3 NAVIGATOR-PACIFIC COAST
59005 RNAV-3 NAVIGATOR-NORTHEAST UNITED STATES
59004 RNAV-3 NAVIGATOR-WESTERN UNITED STATES

FLORA
68074 AWARENESS BRIDGE-FLORA AND FAUNA OF THE EARTH

FLYING
37035 E. T. A.

FORECASTING
28117 ADDING FRACTIONS
17007 PREDICTOR THE-LINEAR REGRESSION

FORMS DESIGN
76003 PHOSFORM PROGRAMMER UTILITY FOR PASCAL

FORM LETTERS
78005 WORD MACHINE THE
78000 WORD WIZARD

FORTH
76017 64 FORTH
76014 VIC FORTH

FRACTIONS
28238 ADD FRACTIONS 1
28239 ADD FRACTIONS 2
28287 ADD FRACTIONS 3
28038 ADDITION OF FRACTIONS
28115 BELL RINGER
28114 BRANDED
28286 COMMON DENOMINATOR
28281 COMPARE FRACTIONS
28206 COMPARING FRACTIONS 1
28207 COMPARING FRACTIONS 2
28170 CONVERTING DECIMALS TO FRACTIONS
28011 CONVERTING FRACTIONS AND PERCENTS
28019 CONVERTING FRACTIONS AND PERCENTS AND PER WORD PR
28171 CONVERTING FRACTIONS TO DECIMALS
28256 DECIMAL CONVERSION 1
28257 DECIMAL CONVERSION 2
28084 DECIMAL EQUIVALENTS OF FRACTIONS
28218 DECIMALS 6
28219 DECIMALS 7
28041 DIVISION OF FRACTIONS
28235 FRACTION COMPARISONS
28231 FRACTION CONCEPT
28199 FRACTION CONCEPT 1
28200 FRACTION CONCEPT 2
28201 FRACTION CONCEPT 3
28236 FRACTION EQUIVALENT 1
28285 FRACTION-EQUIVALENT 1
28202 FRACTION PARTS 1
28203 FRACTION PARTS 2
28237 FRACTION REDUCING
28204 FRACTION SYMBOLS 1
28205 FRACTION SYMBOLS 2
28055 FRACTIONS
28051 FRACTIONS
28007 FRACTIONS-ADDITION AND SUBTRACTION
28017 FRACTIONS-ADDITION SUBTRACTION MULT AND DIVISION
28024 FRACTIONS AS A PERCENT
28232 FRACTIONS CONCEPT 2
28008 FRACTIONS-MULTIPLICATION AND DIVISION
28305 FUN FRACTIONS
28244 IMPROPER FRACTION 1
28245 IMPROPER FRACTION 2
28242 MIXED FRACTION 1
28243 MIXED FRACTION 2
28040 MULTIPLICATION OF FRACTIONS
28118 MULTIPLYING FRACTIONS
28113 ON THE LINE
28108 PAIL GREEN
28091 PARTING SHOTS
28334 REDUCING FRACTIONS
28278 RULER FRACTIONS 2
28029 SPACE JOURNEY
28162 STORY PROBLEM PRACTICE-FRACTIONS
28240 SUBTRACT FRACTION 1
28241 SUBTRACT FRACTION 2
28288 SUBTRACT FRACTIONS 3
28039 SUBTRACTION OF FRACTIONS
28233 SYMBOLS 1
28234 SYMBOLS 2
28156 TURTLE TROT
28111 UPS N DOWNS

FRENCH
34000 FOREIGN LANGUAGE SERIES - 1
34001 FOREIGN LANGUAGE SERIES - 2
34002 FOREIGN LANGUAGE SERIES - 3
34003 FOREIGN LANGUAGE SERIES - 4

FRICTION
62034 SET 3-MECHANICS

FUSION
19025 HEAT OF FUSION AND FORMULA OF A COMPOUND
62011 HEAT OF FUSION/VAPORIZATION

FUTURE PREDICTIONS
59019 FUN PREDICTIONS

G

GAMBLING
36151 POKER
36092 POST TIME
36139 ROLL DA DICE
36041 SLOTS

GAMES-ADVENTURE
36118 ADVENTURE PAK
36177 ADVENTURE PAK I
36178 ADVENTURE PAK II
36186 BLUE TIGER CHASE
36166 CIRCLE WORLD
36138 CYBORG
36184 DEADLINE
36135 DEFENDER ON TRI
36162 DERELICT
36159 FORTY FATHOMS
36067 FUEL PIRATES
36175 GRAVE ROBBERS
36164 HAUNTED HOUSE
36060 HIGH SEAS/FUR TRAPPER
36037 KEYQUEST
36059 MANSION/MUSEUM/PENTAGON
36165 MARS
36062 MAZE OF MIKOR
36080 PIRATES PERIL
36003 PLANET MINERS
36170 PYRAMID
36078 QUEENS BEDROOM THE
36169 QUEST
36096 QUICK
36074 RAID ON ISRAM
36134 RESCUE FROM NUFON
36185 STARCROSS
36008 TELENGARD
36125 TREASURE PAK
36163 VAMPIRE CASTLE
36049 VIC CAVE EXPLORER
36018 VOYAGER
36021 WIZARD OF WOR
36181 ZORK I
36182 ZORK II
36183 ZORK III

GAMES-ARCADE
36179 ANNIHILATOR
36123 ARCADE PAK
36109 ARTILLERY
36011 BOMBER ATTACK
36028 BUCK DODGERS
36121 BUG BLAST
36156 CLOWNS
36100 CUTOFF
36136 3D MAN
36081 GRIDRUNNER
36037 KEYQUEST
36158 KICKMAN
36029 MARSH HOPPER
36065 PINBALL
36157 SEA WOLF
36171 SEA WOLF
36077 SHAMUS
36113 SPACE-PAK
36036 ZAP
36172 ZEUS

GAMES-BATTLE
36075 AGGRESSOR
36099 ALIEN
36110 ALIEN INVASION
36007 ANDROMEDA CONQUEST
36179 ANNIHILATOR
36129 ANTIMATTER SPLATTER
36024 ANTI-SUB PATROL
36123 ARCADE PAK
36109 ARTILLERY
36150 ASTRO CHASE
36094 ATTACK
36087 BATTLE TREK-A GALACTIC SPACE GAME
36186 BLUE TIGER CHASE
36011 BOMBER ATTACK
36004 CONFLICT 2500
36119 COSMIC CRUZER
36072 DAM BOMBER
36023 DELUXE INVADERS
36020 DNIEPER RIVER LINE
36131 EXTERMINATOR
36067 FUEL PIRATES
36022 GORF
36012 GUNS OF FORT DEFIANCE

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

36101 INTRUDER
36068 LASER BLITZ
36015 MIDWAY CAMPAIGN
36006 NUKEWAR
36154 OMEGA RACE
36120 PARATROOPER
36076 PROTECTOR
36169 QUEST
36074 RAID ON ISRAM
36046 ROBOT CHASE
36079 ROBOT PANIC
36157 SEA WOLF
36171 SEA WOLF
36077 SHAMUS
36019 SHOOTOUT
36047 SPACE BATTLE
36113 SPACE-PAK
35126 SPACE QUEST
36045 SPACE WARS
36040 STAR TREK
36002 TANK ARCADE
36063 TANK WARS
36010 TANKTICS
36117 TARGET COMMAND
36035 THUNDERBOLT
36146 TIC ATTACK
36073 TORG
36176 TREK
36064 VICTREK
36048 VICVADERS
36098 WARP
36021 WIZARD OF WOR
36172 ZEUS

GAMES-BOARD
36152 BINGO
36005 COMPUTER ACQUIRE
36071 CONCENTRATION
36038 CRAPS

GAMES-CARD
36039 BLACKJACK
36160 CRIBBAGE
36009 DRAW POKER
36151 POKER
36031 PONTOON MASTER

GAMES-CASINO
36139 ROLL DA DICE
36041 SLOTS

GAMES-DICE
36139 ROLL DA DICE

GAMES-ESTIMATING
36086 DIRECTION AND DISTANCE

GAMES-FANTASY
36008 TELENGARD

GAMES-FARM
32004 FARM

GAMES-GUESSING
36104 BAGELS
36105 BAGELS SUPREME
36140 BIRTHDAY GUESSER
36149 BOMBER WORD
36142 FIND THE WORDS
36050 HANGVIC
36141 MIXED UP WORDS
36106 STARS

GAMES-HISTORY
68084 DECADES GAME THE-SERIES ONE
68085 DECADES GAME THE-SERIES TWO
68086 DECADES GAME THE-SERIES THREE

GAMES-LANGUAGE ARTS
47013 DRAGON GAME SERIES FOR LANGUAGE ARTS

GAMES-LOGIC
36105 BAGELS SUPREME

GAMES-MATH
28307 ANIMAL ZAP
28049 ARITH-MAGIC
28107 BACKFIRE
28114 BRANDED
28100 CATERPILLAR 500
28123 CLAY PIGEON
28065 COUNT EM
28153 DERBY
28127 DUCKS
53006 ED-U-PAK
28093 FABULOUS LCM MACHINE/THE GENEROUS JACKPOT MINE
28315 FACTOR WHEEL
28102 FAT CHANCE
28086 GREAT TIMES MOTEL
28087 GUZINTA MOTEL
28105 LAST OF THE NINTH
28112 LAWN OF THE LOST RINGS
28032 MAGIC SQUARES
28056 MATCHING GEOMETRIC FIGURES
28001 MATH BASEBALL
28064 MATH BID
28223 MATH DIVING
28120 MATH EXPEDITION
28094 MATH GOLF
28002 MATH INVADERS
28142 MATH MARAUDERS
28121 MATH MOONWALK
28082 MATH SAFARI
28074 MATH SHOOTOUT
28088 MATH SPIN
28311 MATHMAN
36058 MIND STRETCHER SERIES-JINX/WELTER
28047 MISSILE MATH
28324 MULTILANCHE
28316 MULTIPLICATION RACE
28090 NUMBOWL
28095 OIL WELL
28113 ON THE LINE
28108 PAIL GREEN
28091 PARTING SHOTS
28030 PICTURE PARTS
28099 PINBALL IQ
28096 PRIME FISHING
28224 RACE CAR FACTS
28186 RACE CAR FACTS 2
28103 SECTOR FIVE
28143 SHOOTING GALLERY
28106 SLAM DUNK
28029 SPACE JOURNEY
28198 STARS 1
28124 SUM FUN
28068 TARGET MATH
28308 TIC-TAC MATH
28225 TICTACTOE FACTS
28332 TOYSTORE
28125 TUG O WAR
28109 TUTTI FRUTTI
28104 TWO MINUTE WARNING
28119 VAP INVADERS
28321 WITCH NUMBER
28263 ZAP ADD 2-6
28276 ZAP ADD 5-9
28261 ZAP MULT 2-6
28275 ZAP MULT 5-9

GAMES-MAZE
36118 ADVENTURE PAK
36032 ANT HILL
36112 CATTLE-ROUND-UP
36136 3D MAN
36148 DOT-A-LOT
36124 GAME PAK
36062 MAZE OF MIKOR
36108 MUNCHMAN
36030 PADDED CELLS
36155 RADAR RAT RACE
36125 TREASURE PAK

GAMES-MEMORY
36071 CONCENTRATION
36167 CONCENTRATION
36043 SIMON
36066 SIMON

GAMES-MYSTERY
36026 CRYPTOGRAMS
36184 DEADLINE
36159 FORTH FATHOMS
36164 HAUNTED HOUSE
36059 MANSION/MUSEUM/PENTAGON
36170 PYRAMID
36163 VAMPIRE CASTLE
36181 ZORK I
36182 ZORK II
36183 ZORK III

GAMES-NUMBER
36104 BAGELS
36106 STARS

GAMES-PUZZLE
36026 CRYPTOGRAMS
36001 LORDS OF KARMA
36057 MIND STRETCHER SERIES-BLACK/KAYLES
36054 MIND STRETCHER SERIES-JIGSAW
36056 MIND STRETCHER SERIES-RUBIK/CANDLES
36058 MIND STRETCHER SERIES-JINX/WELTER
36147 TRIPPLE PLAY

GAMES-RACE
36130 COLLIDE
36115 HEAD ON
36154 OMEGA RACE
36133 RACEFUN
36155 RADAR RAT RACE
36014 ROADRACER

GAMES-SCIENCE
37019 BULLS-EYE
37023 DEMOLITION DERBY
37020 DIRECT HIT
37027 INTERCEPTOR
37045 ROWBOAT-DINOSAURS
37047 ROWBOAT-INVERTEBRATES
37046 ROWBOAT-PLANTS
37048 ROWBOAT-POLLUTION
37049 ROWBOAT-WEATHER
37028 SAVE THE WHALES

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

40013 TOOTH INVADERS
37026 TORPEDO ALLEY

GAMES-SIMULATION
36084 AD GAME THE
36024 ANTI-SUB PATROL
36000 B-1 NUCLEAR BOMBER
36016 COMPUTER STOCKS AND BONDS
36135 DEFENDER ON TRI
36020 DNIEPER RIVER LINE
36168 EARTHQUAKE
36012 GUNS OF FORT DEFIANCE
36060 HIGH SEAS/FUR TRAPPER
36025 LIFESPAN
36001 LORDS OF KARMA
36055 MIND STRETCHER SERIES-JIGSAW/TRAFFIC JAM
36174 NUCLEAR SUB
36120 PARATROOPER
36102 PARKING LOT
36078 QUEENS BEDROOM THE
36082 RETRO BALL
36083 SCARE CITY MOTEL
36116 SNAKEOUT
36146 TIC ATTACK
36173 TREK

GAMES-SKILL
36128 ALIEN PANIC
36032 ANT HILL
36129 ANTIMATTER SPLATTER
36107 ASTEROIDZ
36150 ASTRO CHASE
36087 BATTLE TREK-A GALACTIC SPACE GAME
36111 BOMBS AWAY
36089 BOXES
36042 BREAKOUT
36121 BUG BLAST
36127 CATCH THE
36112 CATTLE ROUND-UP
36156 CLOWNS
36130 COLLIDE
36122 CRICKET
36100 CUTOFF
36072 DAM BOMBER
36131 EXTERMINATOR
36097 FIRE
36027 FLIP DISK
36124 GAME PAK
36115 HEAD ON
36101 INTRUDER
36033 JAY WALKER
36180 KONGO KONG
36158 KICKMAN
36153 JUPITER LANDER
36132 KRAZY KONG
36088 KRUSHER
36051 LUNAR LANDER
36029 MARSH HOPPER
36044 METEOR BATTLE
36054 MIND STRETCHER SERIES - JIGSAW
36056 MIND STRETCHER SERIES - RUBIK/CANDLES
36114 MOW
36108 MUNCHMAN
36030 PADDED CELLS
36069 PAK BOMBER
36093 PICKUP
36065 PINBALL
36095 PROBE
36133 RACEFUN
36091 RAM
36053 RIVER BOAT
36046 ROBOT CHASE
36079 ROBOT PANIC
36043 SIMON
36066 SIMON
36061 SKIER
36161 SKIER 64
36116 SNAKEOUT
36103 SONAR SUB
36144 STAKEOUT
36070 TANK TRAP
36063 TANK WARS
36117 TARGET COMMAND
36034 TERMINAL ZONE
36073 TORG
36085 TRAIL WEST
36048 VICVADERS
36052 VIC ALIEN
36090 WALL
36098 WARP
36036 ZAP

GAMES-SPACE
36177 ADVENTURE PACK I
36075 AGGRESSOR
36099 ALIEN
36110 ALIEN INVASION
36007 ANDROMEDA CONQUEST
36179 ANNIHILATOR
36107 ASTEROIDZ
36150 ASTRO CHASE
36087 BATTLE TREK-A GALACTIC SPACE GAME
36028 BUCK DODGERS
36166 CIRCLE WORLD
36004 CONFLICT 2500
36119 COSMIC CRUZER
36023 DELUXE INVADERS
36162 DERELICT
36017 GALAXY
36022 GORF
36081 GRIDRUNNER
36153 JUPITER LANDER
36068 LASER BLITZ
36025 LIFESPAN
36051 LUNAR LANDER
36165 MARS
36044 METEOR BATTLE
36154 OMEGA RACE
36003 PLANET MINERS
36095 PROBE
36076 PROTECTOR
36091 RAM
36019 SHOOTOUT
36047 SPACE BATTLE
36113 SPACE-PAK
36126 SPACE QUEST
36045 SPACE WARS
36185 STARCROSS
36040 STAR TREK
36034 TERMINAL ZONE
36146 TIC ATTACK
36035 THUNDERBOLT
36176 TREK
36173 TREK
36064 VICTREK
36052 VIC ALIEN
36018 VOYAGER
36098 WARP

GAMES-SPORTS
36013 COMPUTER BASEBALL STRATEGY
36092 POST TIME
36082 RETRO BALL
36061 SKIER
36161 SKIER 64

GAMES-STATES
68088 TIC-TAC STATES

GAMES-STRATEGY
36005 COMPUTER ACQUIRE
36167 CONCENTRATION
36004 CONFLICT 2500
36148 DOT-A-LOT
36055 MIND STRETCHER SERIES - JIGSAW/TRAFFIC JAM
36057 MIND STRETCHER SERIES - BLACK/KAYLES
36006 NUKEWAR
36144 STAKEOUT

GAMES - TIME
15022 HICKORY DICKORY DOCK

GAMES-WORD
47048 ANAGRAMS I (RECREATIONAL 1)
47049 ANAGRAMS II (RECREATIONAL 2)
47050 ANAGRAMS III (COLLEGE 1)
47051 ANAGRAMS IV (COLLEGE 2)
47052 ANAGRAMS V (HIGH SCHOOL 1)
47053 ANAGRAMS VI (HIGH SCHOOL 2)
47054 ANAGRAMS VII (JUNIOR HIGH 1)
47055 ANAGRAMS VIII (JUNIOR HIGH 2)
47056 ANAGRAMS IX (ELEMENTARY 1)
47057 ANAGRAMS X (ELEMENTARY 2)
47287 BEGINNING CAPITALIZATION
47288 BEGINNING GRAMMAR
47286 BEGINNING PUNCTUATION
36149 BOMBER WORD
47160 CATCH THE RHYMING FISH
47406 DEFINDER
47398 ENGLISH INVADERS
36142 FIND THE WORDS
36050 HANGVIC
47289 HIGH DIVING DAN-SERIES 1
47290 HIGH DIVING DAN-SERIES 2
47062 MISSILE SPELLING/GRADE 4
47063 MISSILE SPELLING/GRADE 5
47064 MISSILE SPELLING/GRADE 6
47065 MISSILE SPELLING/GRADE 7
47066 MISSILE SPELLING/GRADE 8
47067 MISSILE SPELLING/GRADE 9
47068 MISSILE SPELLING/GRADE 10
47069 MISSILE SPELLING/GRADE 11
47070 MISSILE SPELLING/GRADE 12
36141 MIXED UP WORDS
47400 MUNCHWORD
47139 SPELL M-O-N-E-Y
36147 TRIPPLE PLAY
47046 WHEEL OF FORTUNE WORD GAMES-ENTERTAINERS
47044 WHEEL OF FORTUNE WORD GAMES-FAMOUS PLACES
47045 WHEEL OF FORTUNE WORD GAMES-SCIENTISTS
47042 WHEEL OF FORTUNE WORD GAMES-SONG TITLES
47047 WHEEL OF FORTUNE WORD GAMES-SPORTS FIGURES
47043 WHEEL OF FORTUNE WORD GAMES-STATESMEN

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

GAS LAWS
62022 GAS LAW ANALYSIS
62013 GENERAL GAS LAWS
62012 SPECIFIC GAS LAWS

GAS MILEAGE
29002 GASOLINE UN-GUZZLER-THE

GASES
53002 ED PACK (H.S.)
62022 GAS LAW ANALYSIS
37070 HISTOGRAM GENERATION AND ANALYSIS-DENSITY OF A GAS
37058 PHYSICAL SCIENCE SERIES-DENSITY OF A GAS
62015 THERMODYNAMICS II

GASOLINE
29002 GASOLINE UN-GUZZLER-THE

GENEOLOGY
16007 GENETICS

GENERAL LEDGER
10002 ACCOUNTANT - THE

GENETICS
16004 EVOLUT - EVOLUTION & NATURAL SELECTION
16007 GENETICS
16005 LINKOVER - GENETIC MAPPING

GEOGRAPHY
32004 FARM

GEOMETRY
68001 AFRICA
68036 ANCIENT CIVILIZATIONS
28176 AREA
28318 AREA AND PERIMETER
28174 AREA AND PERIMETER
11066 AREA OF RECTANGLE
28013 AREA PERIMETER CIRCUMFERENCE
28020 AREA PERIMETER CIRCUMFERENCE AND LINEAR MEASUREMENT
68072 AWARENESS BRIDGE-POLITICAL GEOGRAPHY OF THE EARTH
68071 AWARENESS BRIDGE-PHYSICAL GEOGRAPHY OF THE EARTH
68007 BEGINNING GEOGRAPHY
68057 CANADA
11037 COORDINATE GEOMETRY
53006 ED-U-PAK
68080 EUROPE-CAPITALS
68092 GEOGRAPHY SMASH
68058 GEOGRAPHY TERMS
11032 GEOMETRIC PROGRESSIONS I
11033 GEOMETRIC PROGRESSIONS II
11019 GEOMETRICAL AREAS
11050 INTEGRATION - ARC LENGTHS
11048 INTEGRATION - AREAS OF PLANE FIGURES
11051 INTEGRATION - SURFACE AREAS OF SOLIDS
11049 INTEGRATION - VOLUMES OF SOLIDS
68029 MAPS AND GLOBES
28056 MATCHING GEOMETRIC FIGURES
28058 MATH MEASUREMENTS
68090 NATIONS
68034 OCEANS AND CONTINENTS
68056 OUR FIFTY STATES
28175 PERIMETER
68003 REGIONS OF THE UNITED STATES
68076 STATES AND CAPITALS
68038 STATES-ARKANSAS
68039 STATES-CALIFORNIA
68040 STATES-CONNECTICUT
68041 STATES-FLORIDA
68042 STATES-ILLINOIS
68043 STATES-INDIANA
68044 STATES-MASSACHUSETTS
68045 STATES-MICHIGAN
68046 STATES-NEW JERSEY
68047 STATES-NEW YORK
68048 STATES-NORTH CAROLINA
68049 STATES-OHIO
68050 STATES-PENNSYLVANIA
68051 STATES-SOUTH CAROLINA
68052 STATES-TEXAS
68053 STATES-VERMONT
68054 STATES-WASHINGTON
68055 STATES-WISCONSIN
28160 STORY PROBLEM PRACTICE-AREA/PERIMETER/VOLUME
28331 TRIANGLES
68031 UNITED STATES TIME ZONES
28119 VAP INVADERS
11026 VERBAL PROBLEMS VI - GEOMETRY
28177 VOLUME

GLOBAL SEARCH
78001 FINAL WORD THE

GOLF
71001 GOLF
71003 GOLF SCORECARD

GOVERNMENTS
68019 DEMOCRACY

GRADE AVERAGING
67002 GRADE AVERAGES
67010 GRADER

GRADING
67013 EXAM ANALYSIS SYSTEM

GAMMAR
47032 BANK STREET WRITER THE
47288 BEGINNING GRAMMAR
47086 CONJUNCTIONS
47378 ENGLISH ACHIEVEMENT I-V
47297 GAINS IN GRAMMAR-GRADES 3 & 4
47298 GAINS IN GRAMMAR-GRADES 4 & 5
47299 GAINS IN GRAMMAR-GRADES 5 & 6
47157 IDENTIFYING COMPLETE SENTENCES
47182 MISPLACED OR DANGLING MODIFIERS
47145 RUN-ON SENTENCES
47087 SENTENCE FRAGMENTS
47377 SENTENCE PATTERN
47307 SENTENCE SENSE-COMPLEX COMPOUND-COMPLEX SENTENCES
47309 SENTENCE SENSE-CUMULATIVE REVIEW OF SENTENCES
47308 SENTENCE SENSE-DANGLING MODIFIERS
47304 SENTENCE SENSE-FRAGMENTS/SENTENCES
47305 SENTENCE SENSE-RUN-ONS/SENTENCES
47306 SENTENCE SENSE-SIMPLE/COMPOUND SENTENCES
47090 SENTENCE STRUCTURE ERRORS-FRAGMENTS (B)
47091 SENTENCE STRUCTURE ERRORS-MISPLACED MODIFIERS
47092 SENTENCE STRUCTURE ERRORS-RUN-ON SENTENCES (A)
47093 SENTENCE STRUCTURE ERRORS-RUN-ON SENTENCES (B)
47089 SENTENCE STRUCTURE ERRORS-SENTENCE FRAGMENTS (A)
47084 SUBJECT-VERB AGREEMENT
47181 USAGE BONERS
47101 USAGE-IRREGULAR VERBS
47102 USAGE-USING ADJECTIVES/ADVERBS CORRECTLY

GRAPHING
28043 BAR GRAPH ANALYSIS
28018 DECIMALS AND GRAPHS AND MEAN MEDIAN AND MODE
28010 GRAPHS AND MEAN MEDIAN AND MODE

GREEK
47121 ETYMOLOGY-GREEK ROOTS AND PREFIXES

GROCERIES
41002 GROCERY MART
41013 SUPER SHOPPER

GUESSING GAMES
59019 FUN PREDICTIONS

H

HAIKU
47194 HAIKU

HANDICAPPING
71000 HORSE RACE HANDICAPPING

HEART
51000 BLOOK BANK (HEART AND BLOOD)
40009 FLOW OF HEART
16000 HEART LAB
40008 HEART PARTS

HEAT
62035 HEAT

HEAT CAPACITY
62010 SPECIFIC HEAT CAPACITY
62014 THERMODYNAMICS I

HEATING
29000 WOOD HEAT 1

HEATING COST ANALYSIS
29000 WOOD HEAT 1

HI-RES
91001 COMPUTERIZED PAGING SYSTEM

HI-RES GRAPHICS
38006 SCREEN-GRAPHICS-64
38002 SKETCH PAD & CHARGEN

HIGHWAYS
68082 ROAD LINES AND INTERSECTIONS

HISTOGRAMS
37067 HISTOGRAM GENERATION AND ANALYSIS-CHANGE IN MASS
37074 HISTOGRAM GENERATION AND ANALYSIS-2 COMPOUNDS COPPER & CHLORINE
37072 HISTOGRAM GENERATION AND ANALYSIS-DECOMPOSITION OF WATER
37070 HISTOGRAM GENERATION AND ANALYSIS-DENSITY OF A GAS
37069 HISTOGRAM GENERATION AND ANALYSIS-DENSITY OF LIQUIDS
37068 HISTOGRAM GENERATION AND ANALYSIS-DENSITY OF SOLIDS
37077 HISTOGRAM GENERATION AND ANALYSIS-OLEIC ACID MOLECULAR LAYER

KEY-WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

37071 HISTOGRAM GENERATION AND ANALYSIS-SATURATED SOLUTIONS
37073 HISTOGRAM GENERATION AND ANALYSIS-SYNTH OF ZINC CHLORIDE
37075 HISTOGRAM GENERATION AND ANALYSIS-THERMAL EXPANSION OF SOLIDS
37076 HISTOGRAM GENERATION AND ANALYSIS-THICKNESS OF A THIN SHEET
37066 HISTOGRAM GENERATION AND ANALYSIS-VOLUME BY DISPLACEMENT

HISTORY
47126 WORD CATEGORIES-HISTORY

HOG PRODUCTION
32003 HPS-HOG PRODUCTION SYSTEM

HOLIDAYS
68008 HOLIDAYS & FESTIVALS

HOME BUDGETS
60015 BUDGETER
60012 BUDGETER THE
60001 SUPER BUDGET

HOME FINANCE
60006 BALANCING ACT
60003 BUDGET
60004 BUDGET II
60011 CHECKBOOK BOOKY
60014 COLOR ACCOUNT
60000 FINANCE I
60002 SUPER CHECKBOOK (COM-64)
60005 SUPER CHECKBOOK (VIC-20)

HOME INVENTORY
41010 AT HOME INVENTORY
41004 HOME INVENTORY

HOMONYMS
47019 ENGLISH BASICS-HOMONYMS (I AND II)
47187 HOMONYM MACHINE
47080 HOMONYMS I
47081 HOMONYMS II
47191 ITS/IT'S-YOUR/YOU'RE
47115 SPELLING-HEARING THE HOMONYMS
47190 THERE/THEIR/THEY'RE
47189 TO/TOO/TWO
47392 WORD FUNCTIONS

HOMOPHONES
47365 HOMOPHONES

HORSE RACES
71000 HORSE RACE HANDICAPPING

HORSEPOWER
37031 RIVER RUN

HORSES
36092 POST TIME

HOUSEHOLD INVENTORY
41010 AT HOME INVENTORY
41004 HOME INVENTORY

HOUSEHOLD PRODUCTS
41009 HOME BUDGET

HUMAN BODY
51001 EXPLORERS DIGEST (DIGESTION)
40002 HEALTH AND OUR BODIES
37054 HUMAN BODY THE-AN OVERVIEW
51005 I.Q. (NERVOUS SYSTEM)
40001 OUR BODIES
51003 SALVAGE (EXCRETION)
37043 SHARING SCIENCE-SERIES 6
51004 SUNNYSIDE UP (REPRODUCTION)

HUMAN HEART
40009 FLOW OF HEART
40008 HEART PARTS

HUMANITIES
47127 WORD CATEGORIES-HUMANITIES

I·J

INCLINED PLANES
62005 ENERGY & THE INCLINED PLANE
62042 FORCE

INCOME TAX
74000 TAXMAN-INCOME & EXPENSE

INELASTIC COLLISIONS
62006 INELASTIC COLLISIONS

INSECTS
37008 INSECTS
37040 SHARING SCIENCE-SERIES 3

INTEREST CALCULATION
11024 VERBAL PROBLEMS IV - INTEREST

INTERFACE BOARDS
80000 VECTOR 4609 PERIPHERAL

INVENTORS
68087 INVENTIONS AND INVENTORS

INVENTORY MANAGEMENT
44001 BUSINESS INVENTORY

INVERTEBRATES
37047 ROWBOAT-INVERTEBRATES

INVESTMENT ANALYSIS
60008 INVESTMENT ANALYST THE
60010 SYNDICATOR THE

INVESTMENTS
33000 CAPITAL INVESTMENT ANALYSIS
33013 EASYFINANCE 64
33001 FINANCE
60008 INVESTMENT ANALYST THE
33011 PRESENT VALUE
33009 STOCK TICKER TAPE THE
60010 SYNDICATOR THE

I/O CONNECTOR
81001 I/O CONNECTOR

IRA'S
60013 SAVINGS ACCOUNT MISER THE

IRRIGATION
37034 ALFALFA MILLIONAIRE

JOB COSTING
17003 BINDER THE - MY PROFIT MARGIN

JOYSTICKS
81007 HESSTICK I

K

KEYBOARD SKILLS
59000 KEYBOARDING
59017 TOUCH TYPING TUTOR
59016 TOUCH TYPING TUTOR 3.0
59001 TYPE ATTACK
59002 TYPING PRACTICE
59010 TYPING TUTOR PLUS WORD INVADERS

KINDERGARTEN
15014 ABOVE OR BELOW
15017 ALPHABLOCKS
15018 BEGINNING SOUNDS
15019 ENDING SOUNDS
28126 JEEP JAMBOREE
15013 MATCH SHAPES
47151 MATCHING CAPITAL LETTERS
47152 MATCHING CAPITAL LETTERS (3G LIGHT PEN)
47161 MATCHING SMALL WITH CAPITAL LETTERS
47155 MATCHING WORDS
47156 MATCHING WORDS (3G LIGHT PEN)
28129 NAMING NUMBERS
28067 WHAT NUMBER IS MISSING
15020 WHICH 2 ARE THE SAME

KINEMATICS
62002 LINEAR KINEMATICS
62003 PROJECTIVE MOTION

KINETIC ENERGY
62005 ENERGY & THE INCLINED PLANE
62006 INELASTIC COLLISIONS
62004 MOMENTUM & ENERGY

KINETICS
19018 HABER-AMMONIA SYNTHESIS
19017 RKINET-REACTION KINETICS

KOREAN WAR
68070 TUG OF WAR-THE KOREAN WAR

L

LABEL PRINTING
76005 C64 FILE

LATINE
47122 ETYMOLOGY-LATIN ROOTS AND PREFIXES

LATITUDE
68079 LATITUDE/LONGITUDE

LEASING
17010 LEASE/BUY

LEMONADE
36143 VIC LEMONADE

LENSES
62018 MIRRORS AND LENSES
62023 OPTICS ANALYSIS

LESSON CREATION
14000 SPELLING PACKAGE

LESSON PREPARATION
67014 EASYLESSON 64

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

LETTER RECOGNITION
15032 ABC'S
15023 ABC'S 1
15024 ABC'S 2
15042 ALPHA HELP
15015 ALPHABET SONG
15016 ALPHABET SONG
15021 ALPHABETICAL ORDER
15026 ALPHABETIZE 2
15027 ALPHABETIZE 3
15017 ALPHABLOCKS
15018 BEGINNING SOUNDS
15019 ENDING SOUNDS
15007 LETTERS & NUMBERS PROGRAM
47151 MATCHING CAPITAL LETTERS
47152 MATCHING CAPITAL LETTERS (3G LIGHT PEN)
47161 MATCHING SMALL WITH CAPITAL LETTERS
47028 SCRAMBLED LETTERS
15020 WHICH 2 ARE THE SAME
47153 WHICH LETTER COMES NEXT
47154 WHICH LETTER COMES NEXT (3G LIGHT PEN)
15012 WHICH LETTER IS MISSING
15005 YOUNG FOLKS SERIES - LETTER GAMES

LETTER WRITING
47026 WRITING COMPETENCY PROGRAM

LEVERS
37018 BALANCE BEAM
37019 BULLS-EYE
37020 DIRECT HIT

LIBRARY BOOK TRACKING
49002 OVERDUE BOOKS PROGRAM

LIBRARY SKILLS
49010 ADVANCED DEWEY DECIMAL SYSTEM
49014 BASIC FICTION SKILLS
49015 BIOGRAPHIES
49026 BOOKSHELF
49023 BOOKSHELF 1
49024 BOOKSHELF 2
49027 CARD CATALOG
49004 LEARNING ABOUT CATALOG CARDS
49006 LEARNING HOW TO UNDERSTAND THE TITLE PAGE
49005 LEARNING HOW TO USE THE TABLE OF CONTENTS
49008 LEARNING TO LOCATE BOOKS ON THE SHELF
49009 LEARNING TO UNDERSTAND THE CARD CATALOG
49007 LEARNING TO USE AN INDEX
49017 LIBRARY TERMS
49018 PUTTING FICTION BOOKS IN ALPHABETICAL ORDER

LIGHT
37014 LIGHT
37042 SHARING SCIENCE-SERIES 5

LIGHT BULBS
37051 LIGHT BULBS 1
37052 LIGHT BULBS 2

LIGHT PENS
83002 3G LIGHT PEN

LIGHT RAYS
62019 REFRACTION OF LIGHT

LIGHT WAVES
62039 INTERP-WAVE SUPERPOSITION
37014 LIGHT
62031 TOTAL INTERNAL REFLECTION

LIGHTNING
37036 THUNDERBOLT

LINCOLN'S DECISION
68000 SIMULATION LINCOLNS DECISION

LINEAR EQUATIONS
11035 LINEAR EQUATIONS

LINEAR MEASUREMENT
28020 AREA PERIMETER CIRCUMFERENCE AND LINEAR MEASUREMENT
28014 LINEAR MEASUREMENT

LINEAR PROGRAMMING
72013 LINEAR PROGRAMMING

LINEAR REGRESSION
72014 LINEAR REGRESSION

LIQUIDS
37069 HISTOGRAM GENERATION AND ANALYSIS-DENSITY OF LIQUIDS
37057 PHYSICAL SCIENCE SERIES-DENSITY OF LIQUIDS

LISP
76013 INTELLECT-VL LISP

LIST MANAGEMENT
50003 DELUXE ADDRESSER
50000 MAILING LIST PROGRAM
50002 POST-HASTE MAILING LIST PROGRAM
50007 TOTL LABEL

LITERATURE
47129 WORD CATEGORIES-LITERATURE

LIVING THINGS
37004 LIVING THINGS
37010 MAMMALS

LOANS
33007 AMORTIZER THE
33001 FINANCE
41000 HOME I
33014 LOAN AMORTIZATION
33008 LOAN REPAYER THE
33004 MORTGAGE CALCULATOR THE
33005 MORTGAGE COMPARER THE
60007 NET WORTH STATEMENT
33006 RULE OF 78

LOGARITHMS
11038 EXPONENTS AND LOGARITHMS

LOGO LANGUAGE
76024 LOGO

LONGITUDE
68079 LATITUDE/LONGITUDE

LONGITUDINAL WAVES
62017 LONGITUDINAL STANDING WAVES

LUNGS
51002 SECOND WIND RESPIRATION

M

6502 MACHINE LANGUAGE
76021 6502 PROFESSIONAL DEVELOPMENT SYSTEM
76016 6502/6510 PROFESSIONAL DEVELOPMENT SYSTEM
76015 HESMON
76018 HESMON 64
76001 SORT

MACHINE LANGUAGE
76019 WRITING MACHINE LANGUAGE QUIPS

MACHINES
62008 PULLEY SYSTEMS-MACHINES
37039 SHARING SCIENCE-SERIES 2
37016 SIMPLE MACHINES I

MAILING LABELS
50003 DELUXE ADDRESSER
50006 EASYMAIL 64
50008 ELECTRONIC POST OFFICE THE
50000 MAILING LIST PROGRAM
50005 NAME MACHINE THE
50007 TOTL LABEL

MAMMALS
37010 MAMMALS

MAP READING
68025 I LOVE AMERICA SERIES-SMALL TOWN U.S.A.
68026 I LOVE AMERICA SERIES-U.S. CITIES
68077 MAP DIRECTIONS 1
68029 MAPS AND GLOBES

MAPS
68079 LATITUDE/LONGITUDE
68077 MAP DIRECTIONS 1
68078 MAP DIRECTIONS 2

MAPS OF THE U.S.
68028 I LOVE AMERICA SERIES-U.S. MAP

MARGIN ANALYSIS
10000 BOOKKEEPER

MASS
37023 DEMOLITION DERBY
37067 HISTOGRAM GENERATION AND ANALYSIS-CHANGE IN MASS
62028 MOLARITY CONCEPT
62027 NORMALITY CONCEPT
62033 SET 2-MECHANICS

MATH ADDITION
28270 ADD FACTS 0-5
28325 ADD IT
28274 ADDING BLOCKS
28069 ADDING WITH OBJECTS
28301 ADDITION CONCEPT
28061 ADDITION PROGRAM
28326 ADDITION 1 TUTOR
28327 ADDITION 2 TUTOR
28079 ADDITION WITH CARRY
28310 COLUMN ADDITION
28098 NUMBER JUMPER
28101 SUM-IT MOUNTAIN
28071 WORKING WITH BASIC ADDITION FACTS

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

MATH-AREA
28176 AREA
28174 AREA AND PERIMETER
28318 AREA AND PERIMETER

MATH-AVERAGING
28159 STORY PROBLEM PRACTICE-AVERAGING

MATH-BASE NUMBERS
28306 POTATOE FACTORY (BASE NUMBERS)

MATH-BINOMIALS
11065 MULTIPLYING BINOMIALS

MATH-CIRCUMFERENCE
28175 PERIMETER

MATH-DIVISION
28165 DAREDEVIL DIVISION
28034 DIVISION
28298 DIVISION ALGOR. 1
28300 DIVISION ALGOR. 2
28294 DIVISION CONCEPT 1
28295 DIVISION CONCEPT 2
28309 DIVISION DERBY
28273 DIVISION FACTS 0-25
28280 DIVISION FACTS 0-81
28081 LONG DIVISION
28021 LONG DIVISION

MATH DRILLS
28073 ADDING OR SUBTRACTING 2-3 PLACE NUMBERS IN COLUMNS
28326 ADDITION 1 TUTOR
28327 ADDITION 2 TUTOR
28122 BAR GRAPH
28115 BELL RINGER
28153 DERBY
28280 DIVISION FACTS 0-81
28148 EQUATIONS-ADDITION AND SUBTRACTION
28149 EQUATIONS-MULTIPLICATION AND DIVISION
28173 FACTORS AND MULTIPLES
28262 FAST ADD
28146 FAST FACTS
28302 FUNDAMENTALS OF MATHEMATICS
28152 GRAND PRIX PRODUCTS
28151 GREASED LIGHTNING
28313 INTEGERS 1
28155 INTERMEDIATE LONG DIVISION
28166 INTRODUCTION TO DECIMALS
28141 LESS THAN-GREATER THAN
28116 LIGHTS OUT
28021 LONG DIVISION
28001 MATH BASEBALL
28064 MATH BID
28060 MATH DRILL
28227 MATH FACTS
28194 MATH FACTS 1
28195 MATH FACTS 2
28002 MATH INVADERS
28312 MATH IQ
28074 MATH SHOOTOUT
28330 MATHO
28317 MATHWORK
28085 MEDAL WINNER
28179 METRIC OBSTACLE COURSE 1
28180 METRIC OBSTACLE COURSE 2
28181 METRIC OBSTACLE COURSE 3
28028 MISSING MATH FACTS
28230 MISSING OPERANDS-WHOLE NUMBERS
28279 MULTIPLICATION FACTS 0-100
28154 PATH MASTER
28022 PERCENTAGES
28264 PLACE VALUE 2
28083 PRIME NUMBER
28110 PUMPING IRON
28224 RACE CAR FACTS
28185 RACE CAR FACTS 1
28186 RACE CAR FACTS 2
28000 READ AND SOLVE MATH PROBLEMS
28320 ROMAN NUMERALS
28139 SECOND GRADE-TEN SECOND CLUB
28140 SECOND GRADE-TWENTY PROBLEM CLUB
28147 SIX SECOND CLUB
28226 SPEED FACTS
28192 SPEED FACTS 1
28193 SPEED FACTS 2
28322 SQUARE ROOT
28068 TARGET MATH
28164 THREE SECOND CLUB FOR RECORD SETTERS
28225 TICTACTOE FACTS
28156 TURTLE TROT
28111 UPS N DOWNS
28071 WORKING WITH BASIC ADDITION FACTS

MATH EQUATIONS
11059 ALGEBRA GAMUT
11058 ALGEBRA GAUGE
28100 CATERPILLAR 500
28123 CLAY PIGEON
11055 EQUATIONS
28150 EQUATIONS AND INEQUALITIES
11036 FORMULA EVALUATION
11035 LINEAR EQUATIONS
28094 MATH GOLF
28090 NUMBOWL
11015 QUADRATIC EQUATIONS

MATH-ESTIMATING
28103 SECTOR FIVE
11017 SIMULTANEOUS EQUATIONS (2X2)
11018 SIMULTANEOUS EQUATIONS (3X3)

MATH EXPONENTS
11010 GRAPHING EXPONENTIAL FUNCTIONS

MATH-FACTORING
11062 FACTORING PEFFECT SQUARE TRINOMIALS
11063 FACTORING THE DIFFERENCE OF SQUARE
11061 FACTORING TRINOMIALS
11064 FACTORING TRINOMIALS WITH COMMON MONOMIAL FACTORS
28173 FACTORS AND MULTIPLES
11056 SOLVING QUADRATIC EQUATIONS

MATH FRACTIONS
28238 ADD FRACTION 1
28239 ADD FRACTION 2
28287 ADD FRACTION 3
28038 ADDITION OF FRACTIONS
28286 COMMON DENOMINATOR
28281 COMPARE FRACTIONS
28206 COMPARING FRACTIONS 1
28207 COMPARING FRACTIONS 2
28011 CONVERTING FRACTIONS AND PERCENTS
28041 DIVISION OF FRACTIONS
28231 FRACTION CONCEPT
28199 FRACTION CONCEPT 1
28200 FRACTION CONCEPT 2
28201 FRACTION CONCEPT 3
28236 FRACTION EQUIVALENTS 1
28202 FRACTION PARTS 1
28203 FRACTION PARTS 2
28237 FRACTION REDUCING
28204 FRACTION SYMBOLS 1
28205 FRACTION SYMBOLS 2
28051 FRACTIONS
28055 FRACTIONS
28007 FRACTIONS-ADDITION AND SUBTRACTION
28017 FRACTIONS-ADDITION SUBTRACTION MULTIPLICATION & DIVISION
28232 FRACTIONS CONCEPT 2
28008 FRACTIONS-MULTIPLICATION AND DIVISION
28305 FUN FRACTIONS
28244 IMPROPER FRACTION 1
28245 IMPROPER FRACTION 2
28242 MIXED FRACTION 1
28243 MIXED FRACTION 2
28040 MULTIPLICATION OF FRACTIONS
28334 REDUCING FRACTIONS
28161 STORY PROBLEM PRACTICE-FRACTIONS
28240 SUBTRACT FRACTION 1
28241 SUBTRACT FRACTION 2
28288 SUBTRACT FRACTION 3
28039 SUBTRACTION OF FRACTIONS
28111 UPS N DOWNS

MATH-GAMES
28167 ADDING AND SUBTRACTING DECIMALS
28307 ANIMAL ZAP
28144 ARCHER
28049 ARITH-MAGIC
28107 BACKFIRE
28114 BRANDED
28138 BUNNY HOP
28100 CATERPILLAR 500
28123 CLAY PIGEON
28137 COMPUTER ZOO
28171 CONVERTING FRACTIONS TO DECIMALS
28065 COUNT EM
28165 DAREDEVIL DIVISION
28153 DERBY
28309 DIVISION DERBY
28172 DIVISION WITH DECIMALS
28127 DUCKS
28093 FABULOUS LCM MACHINE/THE GENEROUS JACKPOT MINE
28315 FACTOR WHEEL
28102 FAT CHANCE
28152 GRAND PRIX PRODUCTS
28151 GREASED LIGHTNING
28086 GREAT TIMES MOTEL
28087 GUZINTA MOTEL
28126 JEEP JAMBOREE
28314 LASER PERCENTS
28105 LAST OF THE NINTH
28112 LAWN OF THE LOST RINGS
28032 MAGIC SQUARES
28056 MATCHING GEOMETRIC FIGURES
28001 MATH BASEBALL
28064 MATH BID
28223 MATH DIVING
28183 MATH DIVING 1
28184 MATH DIVING 2
28120 MATH EXPEDITION
28094 MATH GOLF
28002 MATH INVADERS
28142 MATH MARAUDERS
28121 MATH MOONWALK
28082 MATH SAFARI
28074 MATH SHOOTOUT

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

28088 MATH SPIN
28145 MATH WITH MICROMAN
28311 MATHMAN
28085 MEDAL WINNER
28047 MISSILE MATH
28324 MULTILANCHE
28316 MULTIPLICATION RACE
28169 MULTIPLYING DECIMALS
28090 NUMBOWL
28095 OIL WELL
28113 ON THE LINE
28108 PAIL GREEN
28091 PARTING SHOTS
28030 PICTURE PARTS
28099 PINBALL IQ
28096 PRIME FISHIN
28224 RACE CAR FACTS
28185 RACE CAR FACTS 1
28186 RACE CAR FACTS 2
28334 REDUCING FRACTIONS
28268 RULER FRACTION 1
28103 SECTOR FIVE
28143 SHOOTING GALLERY
28106 SLAM DUNK
28029 SPACE JOURNEY
28198 STARS 1
28124 SUM FUN
28068 TARGET MATH
28308 TIC-TAC MATH
28225 TICTACTOE FACTS
28187 TICTACTOE FACTS 1
28188 TICTACTOE FACTS 2
28332 TOYSTORE
28125 TUG O WAR
28156 TURTLE TROT
28109 TUTTI FRUTTI
28104 TWO MINUTE WARNING
28119 VAP INVADERS
28321 WITCH NUMBER
28263 ZAP ADD 2-6
28276 ZAP ADD 5-9
28261 ZAP MULT 2-6
28275 ZAP MULT 5-9

MATH-GEOMETRY
11019 GEOMETRICAL AREAS

MATH-GRAPHING
28122 BAR GRAPH
11007 GRAPHING
11010 GRAPHING EXPONENTIAL FUNCTIONS
28010 GRAPHS AND MEAN MEDIAN AND MODE
11008 INTRO TO GRAPHING ON THE COORDINATE PLANE
11009 PLOTTING POINTS ON THE COORDINATE PLANE

MATH-INTEGERS
28313 INTEGERS 1

MATH-MATRICES
11052 ELEMENTARY MATRIX ALGEBRA OPERATIONS

MATH-MEASUREMENTS
28058 MATH MEASUREMENTS
28303 METRIC BRAIN THE
28178 METRIC LINE
28266 RULER-CM
28268 RULER FRACTION 1
28267 RULER-INCHES
28284 RULER OBJECTS-CM
28283 RULER OBJECTS-INCHES
28182 WORKING WITH METRICS

MATH-MULTIPLICATION
28080 1-2-3 DIGIT MULTIPLICATION
28146 FAST FACTS
28282 LONG MULTIPLY
28292 MULT. ALGOR. 1
28293 MULT. ALGOR. 2
28296 MULT. ALGOR. 3
28033 MULTIPLICATION
28290 MULTIPLICATION CONCEPTS
28299 MULTIPLICATION CONCEPTS 2
28297 MULTIPLICATION/DIVISION MACHINE 2
28279 MULTIPLICATION FACTS 0-100
28063 MULTIPLICATION PROGRAM
28333 MULTIPLICATION TUTOR
28272 MULTIPLY FACTS 0-25
28072 WORKING WITH BASIC MULTIPLICATION FACTS

MATH PERCENTS
28115 BELL RINGER
28025 FINDING A PERCENT OF A NUMBER
28024 FRACTIONS AS A PERCENT
28023 INTRODUCTION TO PERCENT
28314 LASER PERCENTS
28254 PERCENT-BASE
28251 PERCENT CONCEPTS
28252 PERCENT ESTIMATION
28037 PERCENT PROBLEMS
28253 PERCENT-RATE
28255 PERCENTAGE
28022 PERCENTAGES
28213 PERCENTS 1
28214 PERCENTS 2
28215 PERCENTS 3
28216 PERCENTS 4
28217 PERCENTS 5

MATH-PERIMETER
28174 AREA AND PERIMETER
28318 AREA AND PERIMETER
28175 PERIMETER

MATH-PLACE VALUE
28228 PLACE VALUE
28197 PLACE VALUE 1
28264 PLACE VALUE 2

MATH-PLOTTING
11054 COORDINATE
11060 FUNCTION PLOTTER
11007 GRAPHING
11010 GRAPHING EXPONENTIAL FUNCTIONS
11008 INTRO TO GRAPHING ON THE COORDINATE PLANE
11009 PLOTTING POINTS ON THE COORDINATE PLANE

MATH PROBABILITY
11014 PROBABILITY I

MATH-PROBLEM SOLVING
11003 EQUATIONS
28150 EQUATIONS AND INEQUALITIES
28319 GOTCHA MATH
28077 GREATER THAN/LESS THAN
28078 GREATER THAN/LESS THAN (3G LIGHT PEN)
28092 GUESSTIMATOR-B
28155 INTERMEDIATE LONG DIVISION-GRADES 4 & 5
28223 MATH DIVING
28227 MATH FACTS
28330 MATHO
11041 MAXIMA/MINIMA PROBLEMS - PART I
11042 MAXIMA/MINIMA PROBLEMS - PART II
28229 MISSING OPERANDS-INTEGERS
28154 PATH MASTER
28012 PERCENT WORD PROBLEMS
28306 POTATOE FACTORY (BASE NUMBERS)
15002 PROBLEM SOLVING
28000 READ AND SOLVE MATH PROBLEMS
11043 RELATIVE RATES PROBLEMS - PART I
11044 RELATIVE RATES PROBLEMS - PART II
28143 SHOOTING GALLERY
11004 SOLVING EQUATIONS LEVEL I
11005 SOLVING EQUATIONS LEVEL II
11006 SOLVING EQUATIONS LEVEL III
28226 SPEED FACTS
28157 STORY PROBLEM PRACTICE-ADDING AND SUBTRACTING
28160 STORY PROBLEM PRACTICE-AREA/PERIMETER/VOLUME
28159 STORY PROBLEM PRACTICE-AVERAGING
28162 STORY PROBLEM PRACTICE-DECIMALS
28161 STORY PROBLEM PRACTICE-FRACTIONS
28158 STORY PROBLEM PRACTICE-MULTIPLYING AND DIVIDING
28163 STORY PROBLEM PRACTICE-RATIO/PROPORTION/PERCENTAGES
28066 STORY PROBLEMS IN ADDITION AND SUBTRACTION
28308 TIC-TAC MATH
28164 THREE SECOND CLUB FOR RECORD SETTERS
28046 VERBAL PROBLEMS I-NUMERICAL RELATIONSHIPS
11021 VERBAL PROBLEMS I - NUMBERS
11022 VERBAL PROBLEMS II - COINS
11023 VERBAL PROBLEMS III - AGES
11024 VERBAL PROBLEMS IV - INTEREST
11025 VERBAL PROBLEMS V - MIXTURES
11026 VERBAL PROBLEMS VI - GEOMETRY
11027 VERBAL PROBLEMS VII - RATES
11028 VERBAL PROBLEMS VIII - DIGITS
11029 VERBAL PROBLEMS IX - WORK
11039 VERBAL PROBLEMS X - GENERAL

MATH-PROGRESSIONS
11030 ARITHMETIC PROGRESSIONS I
11031 ARITHMETIC PROGRESSIONS II

MATH-PROPORTION
28281 COMPARE FRACTIONS
28168 COMPARING DECIMALS
28206 COMPARING FRACTIONS 1
28207 COMPARING FRACTIONS 2
28259 DECIMAL COMPARISON
28235 FRACTION COMPARISONS
28089 GUESSTIMATOR
28269 INEQUALITIES
28141 LESS THAN/GREATER THAN
28036 PROPORTION PROBLEMS
28198 STARS 1
28163 STORY PROBLEM PRACTICE-RATIO/PROPORTION/PERCENTAGE

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

MATH-RATIOS
28163 STORY PROBLEM PRACTICE-RATIO/PROPORTION/PERCENTAGE

MATH-ROMAN NUMERALS
28320 ROMAN NUMERALS

MATH-ROUNDING
28258 DECIMAL ESTIMATION
28260 DECIMAL ROUNDING
28335 DECIMALS
28222 DECIMALS 10
28252 PERCENT ESTIMATION
28265 ROUNDING
28016 TABLES 1-12 AND ROUNDING OFF NUMBERS

MATH-SETS
28057 SETS

MATH-SINES & COSINES
11016 TRIGONOMETRY I

MATH-SKILL EVALUATION
11057 ALGEBRAIC LAWS
28302 FUNDAMENTALS OF MATHEMATICS
28072 WORKING WITH BASIC MULTIPLICATION FACTS

MATH SKILLS
28325 ADD IT
28069 ADDING WITH OBJECTS
28003 ADDITION AND SUBTRACTION OF WHOLE NUMBERS
28015 ADDITION SUBTRACTION MULT & DIVISION OF WHOLE NUMBERS
28019 CONVERTING FRACTIONS AND PERCENTS AND PERCENT WORD PROBLEMS
28009 DECIMALS-ADDITION SUBTRACTION MULTI & DIVISION
11003 EQUATIONS
28025 FINDING A PERCENT OF A NUMBER
28135 FIRST GRADE-TEN SECOND CLUB
28136 FIRST GRADE-TWENTY PROBLEM CLUB
28319 GOTCHA MATH
28077 GREATER THAN/LESS THAN
28078 GREATER THAN/LESS THAN (3G LIGHT PEN)
28092 GUESSTIMATOR-B
28026 INTRODUCTION TO MATHEMATICS ON THE COMPUTER
28031 JUNIOR HIGH MATH I
28076 LOCOMOTIVE (3G LIGHT PEN)
28032 MAGIC SQUARES
28052 MATCHING AND USING NUMBERS
28060 MATH DRILL
28120 MATH EXPEDITION
28312 MATH IQ
28304 MATH MAGICIAN THE
28121 MATH MOONWALK
28317 MATHWORK
28028 MISSING MATH FACTS
28134 MISSING NUMBERS 1-2-3-5-10
28132 MISSING NUMBERS-BY FIVES
28133 MISSING NUMBERS-BY TENS
28131 MISSING NUMBERS-BY TWOS
28035 MODULAR ARITHMETIC
28059 MULTIPLICATION AND DIVISION
28004 MULTIPLICATION AND DIVISION OF WHOLE NUMBERS
28098 NUMBER JUMPER
28012 PERCENT WORD PROBLEMS
28030 PICTURE PARTS
25002 PROBLEM SOLVING
28110 PUMPING IRON
28000 READ AND SOLVE MATH PROBLEMS
11053 REWRITING VERBAL PHRASES AS ALGEBRAIC EXPRESSIONS
28006 ROUNDING OFF NUMBERS
11011 SENIOR HIGH MATH I
11012 SENIOR HIGH MATH II
28057 SETS
11004 SOLVING EQUATIONS LEVEL I
11005 SOLVING EQUATIONS LEVEL II
11006 SOLVING EQUATIONS LEVEL III
28336 SOOPER SCOOPER
28070 SUBTRACTING WITH OBJECTS
28101 SUM-IT MOUNTAIN
28016 TABLES 1-12 AND ROUNDING OFF NUMBERS
28128 TEN...10
28075 WHICH NUMBER COMES NEXT (3G LIGHT PEN)

MATH-SPECIAL EDUCATION
28027 INTRODUCTION TO DECIMALS ON THE COMPUTER
28026 INTRODUCTION TO MATHEMATICS ON THE COMPUTER

MATH-SQUARE ROOTS
28322 SQUARE ROOT

MATH-SUBTRACTION
28271 SUBTRACT FACTS 0-5
28323 SUBTRACT IT
28070 SUBTRACTING WITH OBJECTS
28097 SUBTRACTION
28289 SUBTRACTION CONCEPTS
28062 SUBTRACTION PROGRAM
28328 SUBTRACTION 1 TUTOR
28329 SUBTRACTION 2 TUTOR

MATH-SYMBOLS
28077 GREATER THAN/LESS THAN
28078 GREATER THAN/LESS THAN (3G LIGHT PEN)

MATH-TESTS
28302 FUNDAMENTALS OF MATHEMATICS

MATH-TRIANGLES
28331 TRIANGLES

MATH-TRIGONOMETRY
11020 TRIGONOMETRY II

MATH-TRINOMIALS
11062 FACTORING PERFECT SQUARE TRINOMIALS
11061 FACTORING TRINOMIALS
11064 FACTORING TRINOMIALS WITH COMMON MONOMIAL FACTORS

MATH-VARIATION
11034 TYPES OF VARIATION

MATH-VOLUME
28177 VOLUME

MATRICES
17002 BUSINESS RESEARCH

MATTER
37011 MATTER
37003 MATTER AND ENERGY
37039 SHARING SCIENCE-SERIES 2

MEAN/MODE
72010 MEAN MODE MEDIAN

MEASUREMENT
28014 LINEAR MEASUREMENT
28058 MATH MEASUREMENTS

MECHANICS
62032 SET 1-MECHANICS
37016 SIMPLE MACHINES I

MEDIA CENTER
67000 INVENTORY OF EQUIPMENT
67001 SCHEDULING OF EQUIPMENT

MEDIAN
72010 MEAN MODE MEDIAN
72015 STATISTICS SADISTICS

MEDICAL RECORDS
41018 HOME APPLICATIONS & GAME PACKAGE
41011 MEDICAL RECORDS

MEDICINES
41016 PILL BOX THE

MEMORY BOARDS
80002 EXPAND-O-RAM
80001 HES CARD 20
80007 VIGOR-3 SLOT EXPANSION BOARD
80006 VIM-16 8/16K MEMORY EXPANSION MODULE

MEMORY SKILLS
15041 REMEMBER
53004 ROBOT SPARE PARTS FACTORY
15043 SHAPES

MENU PLANNING
41003 DINNERS ON
41018 HOME APPLICATIONS & GAME PACKAGE

MESSAGE HANDLING
21000 BULLETIN BOARD THE

METRIC CONVERSION
28303 METRIC BRAIN THE
37024 METRIC JUMP

METRIC SYSTEM
28303 METRIC BRAIN THE
37024 METRIC JUMP
28178 METRIC LINE
28179 METRIC OBSTACLE COURSE 1
28180 METRIC OBSTACLE COURSE 2
28181 METRIC OBSTACLE COURSE 3
28266 RULER-CM
28284 RULER OBJECTS-CM
28182 WORKING WITH METRICS

MICROSCOPES
37001 PARTS OF THE MICROSCOPE

MIDDLE AGES
68020 MIDDLE AGES THE

MIDWAY ISLAND
36015 MIDWAY CAMPAIGN

MIRRORS
62018 MIRRORS AND LENSES
62023 OPTICS ANALYSIS

MNUMONICS
76021 6502 PROFESSIONAL DEVELOPMENT SYSTEM

MODEMS
91003 HESMODEM I

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

MOLARITY
19015 CHEMISTRY ANALYSIS I
62028 MOLARITY CONCEPT
19023 TITRATION

MOLARITY CONCEPTS
19002 MOLARITY CONCEPT THE

MOLE CONCEPTS
19015 CHEMISTRY ANALYSIS I
19016 CHEMISTRY ANALYSIS II
19002 MOLARITY CONCEPT THE
19001 MOLE CONCEPT THE

MOLECULES
37078 ATOMS
19024 DIFFUSION
19000 GRAM-MOLECULAR MASS
37011 MATTER
62028 MOLARITY CONCEPT
62027 NORMALITY CONCEPT

MOMENTUM
62006 INELASTIC COLLISIONS
62004 MOMENTUM & ENERGY

MONEY
15009 A DOLLAR AND CHANGE
36016 COMPUTER STOCKS AND BONDS
15010 MAXI TAXI
15001 MONEY
15038 MONEY CHANGE
15031 MONEY CHANGE 1
47139 SPELL M-O-N-E-Y
28332 TOYSTORE
36143 VIC LEMONADE

MORSE CODE
21004 C64 MORSE
91002 CW MORSE
21011 MORSE CODE
21002 MORSE CODE TRAINER
21009 MORSE TRAINER
21008 VIC MORSE

MORTGAGES
33007 AMORTIZER THE
60000 FINANCE I
41000 HOME I
33014 LOAN AMORTIZATION
33004 MORTGAGE CALCULATOR THE
33005 MORTGAGE COMPARER THE

MOTELS
36083 SCARE CITY MOTEL

MOTION
62007 CENTRAL FORCE
62002 LINEAR KINEMATICS
62044 MOTION PROBLEMS I (OPPOSITE DIRECTIONS)
62045 MOTION PROBLEMS II (ROUND TRIP AND OVERTAKING)
62041 NEWTON-SATELLITE ORBITS
62024 PROJECTILE ANALYSIS
62003 PROJECTIVE MOTION
62032 SET 1-MECHANICS
62043 VELOCITY AND ACCELERATION

MOUNTAIN REGIONS
68013 WORLD MOUNTAIN REGIONS

MOUSE DEVICES
81000 MICROMOUSE

MULTI-MEDIA
81003 MAST SYSTEM 2

MULTIPLICATION
28080 1-2-3 DIGIT MULTIPLICATION
28015 ADDITION SUBTRACTION MULT & DIVISION OF WHOLE NUMBERS
11001 ALGEBRAIC EXPRESSIONS
28277 COUNT MULTIPLES
28249 DECIMAL MULTIPLICATION
28211 DECIMALS 4
28149 EQUATIONS-MULTIPLICATION AND DIVISION
11002 EVALUATING ALGEBRAIC EXPRESSIONS
28173 FACTORS AND MULTIPLES
28146 FAST FACTS
28102 FAT CHANCE
28008 FRACTIONS-MULTIPLICATION AND DIVISION
28152 GRAND PRIX PRODUCTS
28151 GREASED LIGHTNING
28086 GREAT TIMES MOTEL
28087 GUZINTA MOTEL
28105 LAST OF THE NINTH
28282 LONG MULTIPLY
28184 MATH DIVING 2
28195 MATH FACTS 2
11000 MATH FOR EVERYDAY LIVING
28088 MATH SPIN
28085 MEDAL WINNER
28324 MULTILANCHE
28292 MULT. ALGOR. 1
28293 MULT. ALGOR. 2
28296 MULT. ALGOR. 3
28033 MULTIPLICATION
28059 MULTIPLICATION AND DIVISION
28004 MULTIPLICATION AND DIVISION OF WHOLE NUMBERS
28290 MULTIPLICATION CONCEPTS
28299 MULTIPLICATION CONCEPTS 2
28291 MULTIPLICATION/DIVISION MACHINE 1
28279 MULTIPLICATION FACTS 0-100
28040 MULTIPLICATION OF FRACTIONS
28063 MULTIPLICATION PROGRAM
28316 MULTIPLICATION RACE
28333 MULTIPLICATION TUTOR
28272 MULTIPLY FACTS 0-25
28118 MULTIPLYING FRACTIONS
28054 SIMPLE MULTIPLICATION AND DIVISION
28193 SPEED FACTS 2
28158 STORY PROBLEM PRACTICE-MULTIPLYING AND DIVIDING
28005 TABLES 1-12 ADD AND SUBTRACT MULTIPLICATION & DIVISION
28188 TICTACTOE FACTS 2
28072 WORKING WITH BASIC MULTIPLICATION FACTS
28261 ZAP MULT 2-6
28275 ZAP MULT. 5-9

MUSIC COMPOSITION
54013 META MUSIC I
54015 MUSIC COMPOSER

MUSIC EDUCATION
54003 HIGHER SAME LOWER
54002 LINES AND SPACES OF THE TREBLE CLEF
54006 MAESTRO MUSICA-SERIES 1
54007 MAESTRO MUSICA-SERIES 2
54008 MAESTRO MUSICA-SERIES 3
54009 MAESTRO MUSICA-SERIES 4
54005 MATCHING EQUIVALENT NOTES
54004 MATCHING RHYTHMS
54013 META MUSIC I
54010 NOTES-TREBLE

MUSIC SYNTHESIZERS
54014 MUSIC MACHINE
54012 MUSICMAKER
54001 SYNTHESOUND
54001 SYNTHESOUND
54016 SYNTHY 64
54000 VIC SYNTH

MUSICAL INTERVALS
54009 MAESTRO MUSICA-SERIES 4

MUSICAL NOTES
54003 HIGHER SAME LOWER
54008 MAESTRO MUSICA-SERIES 3
54005 MATCHING EQUIVALENT NOTES
54010 NOTES-TREBLE
54011 PIANO NOTES

N

NAME & ADDRESS FILES
50006 EASYMAIL 64
50008 ELECTRONIC POST OFFICE THE
50000 MAILING LIST PROGRAM
50004 MAILMAN THE
50001 MICROPHYS MAIL LIST/TELEPHONE DIRECTORY
50005 NAME MACHINE THE
50002 POST-HASTE MAILING LIST PROGRAM

NAME FILES
41005 HOME ADDRESS BOOK
41001 NAME AND ADDRESS FILE

NATIONAL EVENTS
68008 HOLIDAYS & FESTIVALS

NATIONS
68090 NATIONS

NERVOUS SYSTEM
51005 I.Q. (NERVOUS SYSTEM)

NET WORTH
60014 COLOR ACCOUNT
60007 NET WORTH STATEMENT

NEWTON'S LAW
62041 NEWTON-SATELLITE ORBITS

NOISE CONTROL
83008 SOUNDTRAP

NORMALITY
62027 NORMALITY CONCEPT

NOUNS
47302 ADJECTIVES-REVIEW AND DRILL
47391 CLASSES OF NOUNS
47013 DRAGON GAME SERIES FOR LANGUAGE ARTS
47017 ENGLISH BASICS-ADJECTIVES (I AND II)
47014 ENGLISH BASICS-NOUNS (I AND II)
47015 ENGLISH BASICS-PRONOUNS (I AND II)
47162 MAKING AN OUTLINE

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

47300 NOTICING NOUNS
47140 NOUN THE
47358 NOUNS
47367 NOUNS-2
47376 N-LV-ADJ PATTERN
47375 N-LV-N PATTERN
47373 N-V PATTERN
47374 N-V-N PATTERN
47180 PLURAL NOUNS
47078 RECOGNIZING NOUNS
47183 TROUBLESOME PRONOUNS

NUMBER RECOGNITION
15033 COUNTING
28189 COUNTING 1
28190 COUNTING 2
28191 COUNTING 3
15040 EARLY GAMES
15007 LETTERS & NUMBERS PROGRAM
28052 MATCHING AND USING NUMBERS
28134 MISSING NUMBERS 1-2-3-5-10
28132 MISSING NUMBERS-BY FIVES
28130 MISSING NUMBERS-BY ONES
28133 MISSING NUMBERS-BY TENS
28131 MISSING NUMBERS-BY TWOS
28129 NAMING NUMBERS
15036 NUMBER SEQUENCE
15030 NUMBER SEQUENCE 1
15044 NUMBERS I
15045 NUMBERS II
15046 NUMBERS III
15037 NUMERAL NAMES
28197 PLACE VALUE 1
28233 SYMBOLS 1
28234 SYMBOLS 2
28128 TEN...10
28196 TENS 1
15035 TENS & HUNDREDS
28067 WHAT NUMBER IS MISSING
28075 WHICH NUMBER COMES NEXT (3G LIGHT PEN)

NUMBERS-ROUNDING
28006 ROUNDING OFF NUMBERS

NUTRITION
40011 DIET EVALUATION
40000 GOOD HEALTH HABITS
40004 NUTRITION

O

OCCUPATIONS
59009 CAREER SKILLS
59008 CAREERS
67016 STUDENT PROFILE

OCEANS
68075 FISH
37006 LIFE IN THE OCEANS
68034 OCEANS AND CONTINENTS

OHMS LAW
62037 ELECTRICITY
27004 FORMULAS

OIL
37017 OIL RIG

OIL EXPLORATION
37017 OIL RIG

OLEIC ACIDS
37077 HISTOGRAM GENERATION AND ANALYSIS-OLEIC ACID MOLECULAR LAYERS

OPINION
68035 FACTS AND OPINIONS

OPTICS
62018 MIRRORS AND LENSES
62023 OPTICS ANALYSIS
62019 REFRACTION OF LIGHT

ORDER TRACKING
45000 ORDER TRACKER

P·Q

PAGE LAYOUT
78000 WORD WIZARD

PAGING SYSTEMS
91001 COMPUTERIZED PAGING SYSTEM

PARALLEL CIRCUITS
27001 PARALLEL CIRCUIT ANALYSIS

PARALLEL INTERFACES
80005 CC-2064 PARALLEL PRINTER CABLE & DRIVER SOFTWARE
81009 HIPAD DIGITIZER
81004 IS PIPLINE RANDOM ACCESS PRINTING BUFFER
80003 PARALLEL PRINTER

PARAMETRIC INFERENCES
72000 STAT

PARTICLE SCATTERING
62040 SCATTER-PARTICLE SCATTERING

PARTS OF SPEECH
47143 ADJECTIVE THE
47142 ADVERB THE
47138 AGREEMENT OF SUBJECT AND VERB
47013 DRAGON GAME SERIES FOR LANGUAGE ARTS
47017 ENGLISH BASICS-ADJECTIVES (I AND II)
47018 ENGLISH BASICS-ADVERBS (I AND II)
47019 ENGLISH BASICS-HOMONYMS (I AND II)
47014 ENGLISH BASICS-NOUNS (I AND II)
47015 ENGLISH BASICS-PRONOUNS (I AND II)
47020 ENGLISH BASICS-SYNONYMS AND ANTONYMS (I AND II)
47016 ENGLISH BASICS-VERBS (I AND II)
47080 HOMONYMS I
47081 HOMONYMS II
47140 NOUN THE
47397 PARTS OF SPEECH
47078 RECOGNIZING NOUNS
47079 RECOGNIZING VERBS
47144 SUBJECT AND PREDICATE
47141 VERB THE

PASCAL
24001 FAS-FILE
76013 INTELLECT-VL LISP
76012 PDBASE
24002 PFAS THE ISAM FOR PASCAL
76003 PHOSFORM PROGRAMMER UTILITY FOR PASCAL
50002 POST-HASTE MAILING LIST PROGRAM

PAYROLL
33002 VICKY CALC

PERCENTAGES
28011 CONVERTING FRACTIONS AND PERCENTS
28019 CONVERTING FRACTIONS AND PERCENTS AND PERCENT WORD PROBLEMS
28025 FINDING A PERCENT OF A NUMBER
28024 FRACTIONS AS A PERCENT
28023 INTRODUCTION TO PERCENT
28314 LASER PERCENTS
28251 PERCENT CONCEPTS
28252 PERCENT ESTIMATION
28037 PERCENT PROBLEMS
28253 PERCENT-RATE
28012 PERCENT WORD PROBLEMS
28255 PERCENTAGE
28254 PERCENTAGE-BASE
28022 PERCENTAGES
28213 PERCENTS 1
28214 PERCENTS 2
28215 PERCENTS 3
28216 PERCENTS 4
28217 PERCENTS 5
17009 RATIONS

PERIODIC TABLE
19020 PERIODIC QUIZ

PERIPHERAL EXPANSION
81002 SUPR ACCESS-1

PERIPHERAL INTERFACE
81006 ASCI SWITCH
81005 FOUR PORT INTELLIGENT SWITCH
80000 VECTOR 4609 PERIPHERAL

PERMUTATIONS
72002 PERMUTATIONS 1
72003 PERMUTATIONS 2
72005 PERMUTATIONS AND COMBINATIONS
72007 PROBABILITY II

PERSONAL RECORDS
59012 DEAR DIARY
59014 JOGGERS LOGGER

PET EMULATION
76028 PET EMULATOR

PH FACTORS
19010 PH CONCEPT

PHONE BOOK
41005 HOME ADDRESS BOOK
50001 MICROPHYS MAIL LIST/TELEPHONE DIRECTORY
41007 PHONE DIRECTORY THE

PHONE RECORDS
21001 MA BELL

PHONICS
15018 BEGINNING SOUNDS
15019 ENDING SOUNDS
47170 HARD AND SOFT C
47171 HARD AND SOFT G
47027 SPELLTRONICS
47012 USING PHONICS IN CONTEXT
47334 VOWELS-A
47335 VOWELS-E

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

47336 VOWELS-I
47337 VOWELS-O
47338 VOWELS-U

PHONOGRAMS
47366 PHONOGRAMS

PHOTOELECTRICITY
62038 MODERN TOPICS
62030 PHOTOELECTRIC EFFECT

PIANO
54006 MAESTRO MUSICA-SERIES 1
54007 MAESTRO MUSICA-SERIES 2
54015 MUSIC COMPOSER
54011 PIANO NOTES

PILOT
76025 COMMODORE PILOT 64
76033 VANILLA PILOT

PIRATES
36080 PIRATES PERIL

PLANETS
37002 SOLAR SYSTEM THE
37081 VISIBLE SOLAR SYSTEM

PLANT LIFE
16002 COMPETE - PLANT COMPETITION
16006 PLANTS AND HOW THEY GROW

PLANTS
16002 COMPETE-PLANT COMPETITION
16006 PLANTS AND HOW THEY GROW
37046 ROWBOAT-PLANTS
37038 SHARING SCIENCE-SERIES 1

PLOTTING
38003 EASYPLOT 64
16008 GREEN MACHINE THE

PLURALS
47180 PLURAL NOUNS
47357 PLURALS
47114 SPELLING-SPELLING THOSE PLURALS

POETRY
47194 HAIKU

POKER
36009 DRAW POKER

POLAR REGIONS
68011 WORLD POLAR REGIONS

POLITICS
68072 AWARENESS BRIDGE-POLITICAL GEOGRAPHY OF THE EARTH
68033 HAT IN THE RING-A PRESIDENTIAL ELECTION GAME

POLLUTION
37048 ROWBOAT-POLLUTION

POLYNOMIALS
72014 LINEAR REGRESSION

POPULATION
16001 COEXIST - POPULATION DYNAMICS

POPULATION DYNAMICS
16001 COEXIST - POPULATION DYNAMICS

POSSESSIVES
47116 SPELLING-POSSESSING THE POSSESSIVES

POWER
37022 HAY DAY
37029 WATTS UP

POWER BACK-UP
85000 DATASAVER THE

PREFIXES
47121 ETYMOLOGY-GREEK ROOTS AND PREFIXES
47122 ETYMOLOGY-LATIN ROOTS AND PREFIXES
47176 MORE PREFIXES
47175 PREFIXES
47118 SPELLING-END OF ENDINGS THE
47110 SPELLING-PREFIXES OF SUFFIXES
47386 WORD ELEMENTS-SERIES ONE
47387 WORD ELEMENTS-SERIES TWO
47390 WORD ELEMENTS-SERIES SIX

PRESCHOOL
15014 ABOVE OR AVERAGE
15016 ALPHABET SONG
15013 MATCH SHAPES

PRESIDENTIAL ELECTIONS
68033 HAT IN THE RING- A PRESIDENTIAL ELECTION GAME

PRESIDENTS
68023 PRESIDENTS
68091 PRESIDENTS

PRICE LISTS
44000 INFOTORY

PRIME NUMBERS
28096 PRIME FISHIN
28083 PRIME NUMBER

PRINTER BUSINESS
81004 IS PIPLINE RANDOM ACCESS PRINTING BUFFER

PRINTER DRIVERS
83009 PRINTER DRIVE CARTRIDGE

PRINTER INTERFACES
80005 CC-2064 PARALLEL PRINTER CABLE & DRIVER SOFTWARE
80004 CONNECTION THE (PRINTER INTERFACE)
81004 IS PIPLINE RANDOM ACCESS PRINTING BUFFER
80003 PARALLEL PRINTER
81002 SUPR ACCESS-1

PROBABILITY
72006 PROBABILITY I
72007 PROBABILITY II
72008 PROBABILITY III
72009 PROBABILITY IV

PROFIT ANALYSIS
17003 BIDDER THE-MY PROFIT MARGIN
17000 DEPRECIATION/CRITICAL PATH/PROFIT ANALYSIS

PROFIT SHARING
60009 PROFIT SHARING PLAN

PROGRAM DIRECTORY
24005 TAPE GENI THE

PROGRAMMING
22006 BLT
22010 DEBUGGER PRO SERIES-SERIES 1
22011 DEBUGGER PRO SERIES-SERIES 2
22012 DEBUGGER PRO SERIES-SERIES 3
22013 DEBUGGER PRO SERIES-SERIES 4
22014 DEBUGGER PRO SERIES-SERIES 5
22015 HOW TO PROGRAM IN THE BASIC LANGUAGE
22016 INTRODUCTION TO BASIC I
22005 SNAIL
22007 SYNTACTICALLY PERFECT-SERIES
22008 SYNTACTICALLY PERFECT-SERIES 2
22009 SYNTACTICALLY PERFECT-SERIES 3

PROGRAMMING AIDS
76026 BONUS PACK
76037 DEVELOP-20
76036 DEVELOP-64
93015 EASY GUIDE TO YOUR COMMODORE 64 THE
93007 PET/CBM AND THE IEEE 488 BUS (GPIB) 2ND EDITION
76007 PET/CBM CROSS REFERENCE PROGRAM
93010 PET FUN AND GAMES
76003 PHOSFORM PROGRAMMER UTILITY FOR PASCAL
76010 REMARK DELETER
76008 SCREEN EDITOR (VER 2.1)
76009 SCREEN EDITOR (VER 2.2)
76020 SYSRES
76002 VERSACALC
93005 VIC-20 USER GUIDE

PROGRAMMING REMARKS
76010 REMARK DELETER

PROJECT PLANNING
17008 P E R T MYVIC

PROJECTILES
62024 PROJECTILE ANALYSIS

PRONOUNS
47015 ENGLISH BASICS-PRONOUNS (I AND II)
47183 TROUBLESOME PRONOUNS
47100 USAGE-SUBJECT/VERB AGREEMENT (A & B)
PROUNOUN/ANTECEDENT AGREEMENT (A & B)

PROOFREADING
76011 DISPEL

PROPERTY MANAGEMENT
33003 DEPRECIATOR THE

PROPORTION
28089 GUESSTIMATOR
28269 INEQUALITIES
28141 LESS THAN-GREATER THAN
28036 PROPORTION PROBLEMS

PULLEYS
62042 FORCE
62008 PULLEY SYSTEMS-MACHINES

PUNCTUATION
47146 APOSTROPHE THE
47286 BEGINNING PUNCTUATION
47024 CAPITALIZATION
47083 CAPITALIZATION & PUNCTUATION
47082 CONTRACTIONS
47031 CRYPTO
47147 END PUNCTUATION
47021 ENGLISH BASICS-CONTRACTIONS (I AND II)
47104 MECHANICS-COMMAS
47103 MECHANICS-END MARKS
47105 MECHANICS-QUOTATIONS
47022 PUNCTUATION I - THE PERIOD QUESTION MARK & EXCLAMATION POINT
47023 PUNCTUATION II-THE COMMA

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

47294 PUNCTUATION PROGRESS-GRADES 3 & 4
47295 PUNCTUATION PROGRESS-GRADES 4 & 5
47296 PUNCTUATION PROGRESS-GRADES 5 & 6
47148 PUNCTUATION SERIES
47025 QUOTATION MARKS

QUADRATIC EQUATIONS
53002 ED PACK (H.S.)
11015 QUADRATIC EQUATIONS
11056 SOLVING QUADRATIC EQUATIONS

QUOTATIONS
47105 MECHANICS-QUOTATIONS
47025 QUOTATION MARKS

R

RADAR
37026 TORPEDO ALLEY

RAILROADS
68037 TRANSCONTINENTAL RAILROAD

RATIOS
17009 RATIOS

RAYS
37044 BLACKBOX

READING
47240 A LONG TIME AGO
47245 A SHOCK FOR FRIENDS-ELECTRICITY
47251 A TWO-WHEEL WONDER
47250 ARNOLDS ASSISTANT
47223 BANDIT BILL
47382 BASIC SKILLS PRACTICE A
47383 BASIC SKILLS PRACTICE B
47384 BASIC SKILLS PRACTICE C
47385 BASIC SKILLS PRACTICE D
47262 BY THE RULES
47261 CHIEF JOSEPH
47222 CREATURES OF THE DEEP
47031 CRYPTO
47228 DEATH OF THE DINOSAURS
47000 DIASCRIPTIVE READING
47224 EMPORER WEARS A TUXEDO THE
47256 EXCUSE ME
47237 FATHER OF OUR COUNTRY
47266 FEAR OF CHOCOLATE
47267 FIRE THE
47381 FOUR BASIC READING SKILLS
47247 FROM LAUGH TO LANDING
47238 FROM TADPOLES TO TOADS
47269 GAME THE
47212 GIANT BIRD THE
47227 GREAT DETECTIVES THE
47257 GUARD DOGS
47232 GUS
47004 HOW TO READ IN THE CONTENT AREAS (LITERATURE)
47005 HOW TO READ IN THE CONTENT AREAS (MATHEMATICS)
47002 HOW TO READ IN THE CONTENT AREAS (SCIENCE)
47003 HOW TO READ IN THE CONTENT AREAS (SOCIAL STUDIES)
47001 HOW TO READ IN THE CONTENT AREAS - SCIENCE SOCIAL STUDIES LITERATURE MATHEMATICS
47220 LONG JOURNEY THE
47248 LONG VOYAGE THE
47215 MADE FOR THE DESERT
47229 MILES OF MAGNIFICENT SPACE
47393 MISSPELL
47407 MISSPELL 2
47231 MOMS MAD
47209 MUD BUGS THE
47260 MY OWN DECISION
47226 NATURES WONDERS
47268 NEVER AGAIN
47213 NEW GIRL THE
47244 NEW WORLD THE
47263 NO COMPLAINTS
47249 OREGON TRAIL THE
47006 OUR WEIRD AND WACKY WORLD
47007 OUR WEIRD AND WACKY WORLD (CRITICAL READING PROGRAM)
47009 OUR WILD AND CRAZY WORLD
47010 OUR WILD AND CRAZY WORLD (CRITICAL READING PROGRAM)
47252 OUT OF SIGHT
47241 PONDS FORESTS PRAIRIES
47135 READ TEST
47030 READABILITY INDEX
47199 READING COMPREHENSION-SET A
47200 READING COMPREHENSION-SET B
47201 READING COMPREHENSION-SET C
47202 READING COMPREHENSION-SET D
47150 READING RACER ONE
47219 ROAD RALLY
47258 ROUGHING IT
47011 SCIENCE CONTENT AREA READING
47246 SCRAMBLER THE
47254 SECOND CHANCE
47221 SKY TOWERS
47211 SNIFFLES
47255 SORE WINNER
47242 STATIONS IN SPACE
47085 STORY TELLING SEQUENCE
47259 SUBSTITUTE
47253 SURFS UP
47235 TAIL SPIN
47208 TAKE TEN-STORY COMPREHENSION SERIES
47216 TALL ONES THE
47233 TIMMY THE TURTLE
47210 TIMS HOT ROD
47230 TROUBLED WATERS
47195 TYPE TO READ-SET A
47072 VOCABULARY/GRADE 8
47073 VOCABULARY/GRADE 9
47074 VOCABULARY/GRADE 10
47075 VOCABULARY/GRADE 11
47076 VOCABULARY/GRADE 12
47058 VOCABULARY SERIES I
47059 VOCABULARY SERIES II
47060 VOCABULARY SERIES III
47265 WAY THE
47243 WHAT A NUISANCE
47214 WHAT DOES RED MEAN
47236 WHAT IS A GIANT
47239 WHATS THE SENSE
47218 WHATS UP
47234 WHITE AS SNOW
47225 WHOS BRIGHT IDEA
47217 WINGS AND WHEELS
15006 YOUNG FOLKS SERIES - MILK BOTTLES
15003 YOUNG FOLKS SERIES - PUSSIN BOOTS

READING COMPREHENSION
47240 A LONG TIME AGO
47245 A SHOCK FOR FRIENDS-ELECTRICITY
47251 A TWO-WHEEL WONDER
47250 ARNOLDS ASSISTANT
47223 BANDIT BILL
47262 BY THE RULES
47261 CHIEF JOSEPH
47222 CREATURES OF THE DEEP
47228 DEATH OF THE DINOSAURS
47224 EMPORER WEARS A TUXEDO THE
47256 EXCUSE ME
47237 FATHER OF OUR COUNTRY
47266 FEAR OF CHOCOLATE
47267 FIRE THE
47247 FROM LAUNCH TO LANDING
47238 FROM TADPOLES TO TOADS
47269 GAME THE
47212 GIANT BIRD THE
47227 GREAT DETECTIVES THE
47257 GUARD DOGS
47232 GUS
47264 INVASION
47220 LONG JOURNEY THE
47248 LONG VOYAGE THE
47215 MADE FOR THE DESERT
47229 MILES OF MAGNIFICENT SPACE
47231 MOMS MAD
47209 MUD BUGS THE
47260 MY OWN DECISION
47226 NATURES WONDERS
47268 NEVER AGAIN
47213 NEW GIRL THE
47244 NEW WORLD THE
47263 NO COMPLAINTS
47249 OREGON TRAIL THE
47006 OUR WEIRD AND WACKY WORLD
47007 OUR WEIRD AND WACKY WORLD (CRITICAL READING PROGRAM)
47009 OUR WILD AND CRAZY WORLD
47010 OUR WILD AND CRAZY WORLD (CRITICAL READING PROGRAM)
47252 OUT OF SIGHT
47241 PONDS FORESTS PRAIRIES
47199 READING COMPREHENSION-SET A
47200 READING COMPREHENSION-SET B
47201 READING COMPREHENSION-SET C
47202 READING COMPREHENSION-SET D
47150 READING RACER ONE
47219 ROAD RALLY
47258 ROUGHING IT
47246 SCRAMBLER THE
47254 SECOND CHANCE
47221 SKY TOWERS
47211 SNIFFLES
47255 SORE WINNER
47403 SPEED READING
47242 STATIONS IN SPACE
47259 SUBSTITUTE
47253 SURFS UP
47235 TAIL SPIN

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

47208 TAKE TEN-STORY COMPREHENSION SERIES
47216 TALL ONES THE
47233 TIMMY THE TURTLE
47210 TIMS HOT ROD
47230 TROUBLED WATERS
47265 WAY THE
47243 WHAT A NUISANCE
47214 WHAT DOES RED MEAN
47236 WHAT IS A GIANT
47239 WHATS THE SENSE
47218 WHATS UP
47234 WHITE AS SNOW
47217 WINGS AND WHEELS
47225 WHOS BRIGHT IDEA

READING EVALUATION
47000 DIASCRIPTIVE READING
47004 HOW TO READ IN THE CONTENT AREAS (LITERATURE)
47005 HOW TO READ IN THE CONTENT AREAS (MATHEMATICS)
47002 HOW TO READ IN THE CONTENT AREAS (SCIENCE)
47003 HOW TO READ IN THE CONTENT AREAS (SOCIAL STUDIES)
47001 HOW TO READ IN THE CONTENT AREAS - SCIENCE SOCIAL STUDIES LITERATURE MATHEMATICS
47008 OBRIEN VOCABULARY PLACEMENT TEST THE
47135 READ TEST
47030 READABILITY INDEX
47011 SCIENCE CONTENT AREA READING

READING SKILLS
47382 BASIC SKILLS PRACTICE A
47383 BASIC SKILLS PRACTICE B
47384 BASIC SKILLS PRACTICE C
47385 BASIC SKILLS PRACTICE D
47381 FOUR BASIC READING SKILLS

RECIPE FILES
41015 MOTHERS RECIPES

RECORD COLLECTIONS
24006 TAPE WORM THE

REFLECTION
62031 TOTAL INTERNAL REFLECTION

REFRACTION
62019 REFRACTION OF LIGHT
62036 WAVES

REGIONS OF THE UNITED STATES
68030 ACROSS THE PLAINS
68007 BEGINNING GEOGRAPHY
68028 I LOVE AMERICA SERIES-UNITED STATES MAP
68003 REGIONS OF THE UNITED STATES
68089 STATE CAPITAL
68038 STATES-ARKANSAS
68039 STATES-CALIFORNIA
68040 STATES-CONNECTICUT
68041 STATES-FLORIDA
68042 STATES-ILLINOIS
68043 STATES-INDIANA
68044 STATES-MASSACHUSETTS
68045 STATES-MICHIGAN
68046 STATES-NEW JERSEY
68047 STATES-NEW YORK
68048 STATES-NORTH CAROLINA
68049 STATES-OHIO
68050 STATES-PENNSYLVANIA
68051 STATES-SOUTH CAROLINA
68052 STATES-TEXAS
68053 STATES-VERMONT
68054 STATES-WASHINGTON
68055 STATES-WISCONSIN
68083 STATES GAME THE
68017 STATES OF THE UNITED STATES

REGIONS OF THE WORLD
68034 OCEANS AND CONTINENTS
68012 WORLD DESERT REGIONS
68013 WORLD MOUNTAIN REGIONS
68011 WORLD POLAR REGIONS

RELATIONAL DATA BASE
76012 PDBASE

REPORT GENERATIONS
24000 FILE-FAX

REPORT WRITING
78001 FINAL WORD THE
47026 WRITING COMPETENCY PROGRAM

REPRODUCTION
51004 SUNNYSIDE UP (REPRODUCTION)

RESEARCH SKILLS
49028 RESEARCH ASSISTANT 2.0

RESPIRATION
51002 SECOND WIND (RESPIRATION)

RETIREMENT PLANNING
60013 SAVINGS ACCOUNT MISER

REVOLUTIONARY WAR
68065 TUG OF WAR-THE REVOLUTIONARY WAR

RHYTHMS
54004 MATCHING RHYTHMS

RIVERS
37031 RIVER RUN

ROAD SIGNS
53005 DRIVER EDUCATION REVIEW
68081 UNITED STATES ROAD SIGNS

ROADRACING
36014 ROADRACER

ROBOTS
36079 ROBOT PANIC
53004 ROBOT SPARE PARTS FACTORY

ROOT WORDS
47364 END-IT
47179 ROOT WORDS

ROUND ROBIN PLAY
71002 ROUND ROBIN SCHEDULER

ROUNDING-NUMBERS
28265 ROUNDING
28006 ROUNDING OFF NUMBERS
28016 TABLES 1-12 AND ROUNDING OFF NUMBERS

RS-232 INTERFACE
81006 ASCI SWITCH
81009 HIPAD DIGITIZER
81002 SUPR ACCESS-1

RTTY
21010 VIC RTTY

RULE OF 78
33006 RULE OF 78

RULERS
28268 RULER FRACTIONS 1
28278 RULER FRACTIONS 2
28267 RULER-INCHES
28284 RULER OBJECTS-CM
28283 RULER OBJECTS-INCHES

RYTHYM
54008 MAESTRO MUSICA-SERIES 3

S

SALES ANALYSIS
44000 INFOTORY
17001 SALES/EXPENSE

SAT TEST
47120 SAT VERBAL SKILLS-ETYMOLOGY
47125 SAT VERBAL SKILLS-FOREIGN WORDS AND PHRASES
47123 SAT VERBAL SKILLS-GROUP B
47124 SAT VERBAL SKILLS-GROUP C

SATELLITE ORBIT
62041 NEWTON-SATELLITE ORBITS

SATURATED SOLUTIONS
37071 HISTOGRAM GENERATION AND ANALYSIS-SATURATED SOLUTION
37059 PHYSICAL SCIENCE SERIES-SATURATED SOLUTIONS

SAVINGS PLANS
60013 SAVINGS ACCOUNT MISER THE

SCHEDULING
17011 EASYSCHEDULE 64
17008 P E R T MYVIC
17012 TOTAL TIME MANAGER

SCHOOL ACCOUNTING
67007 DEPARTMENTAL FUND ACCOUNTING (ENCUMBRANCE)

SCHOOL ATTENDANCE
67003 MICROPHYS ATTENDANCE SYSTEM

SCHOOL FINANCES
67007 DEPARTMENTAL FUND ACCOUNTING (ENCUMBRANCE)
67004 FINANCIAL AID MANAGEMENT (FAM-83)
67005 NEED ANALYSIS

SCHOOL FUNDS
67007 DEPARTMENTAL FUND ACCOUNTING (ENCUMBRANCE)

SCHOOL INVENTORY
67000 INVENTORY OF EQUIPMENT
67001 SCHEDULING OF EQUIPMENT

SCIENTISTS
68064 MATCH MASTER-SCIENTISTS

SCREEN DUMPS
76022 PRINT MY PROGRAM

SCREEN EDITING
78004 EASYSCRIPT 64

KEY-WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

SCREEN EDITORS
76017 64 FORTH
76026 BONUS PACK
78002 HES WRITER
78003 HESWRITER 64
76010 REMARK DELETER
76008 SCREEN EDITOR (VER 2.1)
76009 SCREEN EDITOR (VER 2.2)
78006 TOTAL TEXT
76033 VANILLA PILOT

SEA LIFE
37006 LIFE IN THE OCEANS

SENSES THE
40010 SENSES

SENTENCES
47088 ADJECTIVES
47360 ADJECTIVES
47147 END PUNCTUATION
47157 IDENTIFYING COMPLETE SENTENCES
47094 IMPROVING WRITING STYLE-COORDINATION (A & B)
47095 IMPROVING WRITING STYLE-FAULTY COORDINATION
47097 IMPROVING WRITING STYLE-PARALLEL STRUCTURE (A & B)
47098 IMPROVING WRITING STYLE-SENTENCE BEGINNINGS (A & B)
47096 IMPROVING WRITING STYLE-SUBORDINATION
47158 MAKE A SENTENCE
47103 MECHANICS-END MARKS
47182 MISPLACED OR DANGLING MODIFIERS
47358 NOUNS
47367 NOUNS-2
47376 N-LV-ADJ PATTERN
47375 N-LV-N PATTERN
47374 N-V-N PATTERN
47397 PARTS OF SPEECH
47148 PUNCTUATION SERIES
47077 RECOGNIZING FULL SENTENCES
47145 RUN-ON SENTENCES
47087 SENTENCE FRAGMENTS
47377 SENTENCE PATTERN
47307 SENTENCE SENSE-COMPLEX COMPOUND-COMPLEX SENTENCES
47309 SENTENCE SENSE-CUMULATIVE REVIEW OF SENTENCES
47308 SENTENCE SENSE-DANGLING MODIFIERS
47304 SENTENCE SENSE-FRAGMENTS/SENTENCES
47305 SENTENCE SENSE-RUN-ONS/SENTENCES
47306 SENTENCE SENSE-SIMPLE/COMPOUND SENTENCES
47090 SENTENCE STRUCTURE ERRORS-FRAGMENTS (B)
47091 SENTENCE STRUCTURE ERRORS-MISPLACED MODIFIERS
47092 SENTENCE STRUCTURE ERRORS-RUN-ON SENTENCES (A)
47093 SENTENCE STRUCTURE ERRORS-RUN-ON SENTENCES (B)
47089 SENTENCE STRUCTURE ERRORS-SENTENCE FRAGMENTS (A)
47144 SUBJECT AND PREDICATE
47394 SYNONYMS
47195 TYPE TO READ-SET A
47361 USAGE
47181 USAGE BONERS
47359 VERBS
47369 VERBS-ACTION
47368 VERBS-BEING
47370 VERBS-HELPER 1
47371 VERBS-HELPER 2
47372 VERBS-REVIEW

SERIES CIRCUITS
27000 SERIES CIRCUIT ANALYSIS

SHAPE RECOGNITION
15014 ABOVE OR BELOW
15013 MATCH SHAPES
15043 SHAPES

SHOPPING
41003 DINNERS ON
41002 GROCERY MART
41006 PRICE SHOPPER
41013 SUPER SHOPPER

SIMULATIONS
68004 ECOLOGICAL MODELING
68093 ECOLOGY MODELING
68002 SIMULATION ANNAM-THE STUDY OF A DEELONG COUNTRY
93013 STIMULATING SIMULATIONS FOR THE VIC

SLIDE PROJECTOR INTERFACE
81003 MAST SYSTEM 2

SLOT MACHINE
36041 SLOTS

SMOKING
40006 SMOKING

SOLAR ENERGY
29001 ENERGY AT WORK

SOLAR SYSTEM
37002 SOLAR SYSTEM THE
37081 VISIBLE SOLAR SYSTEM

SOLUTIONS
19016 CHEMISTRY ANALYSIS II
19009 PERCENT CONCENTRATION

SORT PROGRAMS
24003 ALPHA-PET

SORTING
76023 LIGHTNING SORT
76001 SORT

SOUND
37042 SHARING SCIENCE-SERIES 5
37012 SOUND

SOUND ENHANCEMENT
81008 SOUND BOX

SOUND WAVES
37012 SOUND

SPANISH
34000 FOREIGN LANGUAGE SERIES - 1
34001 FOREIGN LANGUAGE SERIES - 2
34002 FOREIGN LANGUAGE SERIES - 3
34003 FOREIGN LANGUAGE SERIES - 4

SPANISH-AMERICAN WAR
68067 TUG OF WAR-THE SPANISH/AMERICAN WAR

SPECIAL EDUCATION
28027 INTRODUCTION TO DECIMALS ON THE COMPUTER
28026 INTRODUCTION TO MATHEMATICS ON THE COMPUTER

SPEECH SYNTHESIZERS
81011 ECHO SPEECH SYNTHESIZER

SPEED READING
47252 OUT OF SIGHT
47403 SPEED READING

SPELLING
47032 BANK STREET WRITER THE
47174 EXTRA PRACTICE SPELLING SERIES
47379 FLASH SPELL HELICOPTER
47029 FLASH SPELLING
47163 GUESS THAT WORD
47395 HANDBUG
47034 JUNIOR HIGH VOCABULARY I
47036 JUNIOR HIGH VOCABULARY II
47037 JUNIOR/SENIOR HIGH SPELLING I
47038 JUNIOR/SENIOR HIGH SPELLING II
47062 MISSILE SPELLING/GRADE 4
47063 MISSILE SPELLING/GRADE 5
47064 MISSILE SPELLING/GRADE 6
47065 MISSILE SPELLING/GRADE 7
47066 MISSILE SPELLING/GRADE 8
47067 MISSILE SPELLING/GRADE 9
47068 MISSILE SPELLING/GRADE 10
47069 MISSILE SPELLING/GRADE 11
47070 MISSILE SPELLING/GRADE 12
47393 MISSPELL
47407 MISSPELL 2
47344 ROCKET SPELL
47352 ROCKET SPELL C
47343 SCRAMBLE LETTERS
47354 SCRAMBLE LETTERS C
47333 SCRAMBLE LETTERS I
47342 SCRAMBLE SPELL
47355 SCRAMBLE SPELL C
47332 SCRAMBLE SPELL I
47028 SCRAMBLED LETTERS
47033 SENIOR HIGH VOCABULARY I
47035 SENIOR HIGH VOCABULARY II
47340 SPELL
47353 SPELL C
47330 SPELL I
47139 SPELL M-O-N-E-Y
47315 SPELL THAT WORD-AI ENDINGS
47322 SPELL THAT WORD-COMMONLY MISSPELLED WORDS
47319 SPELL THAT WORD-COMPOUND WORDS
47313 SPELL THAT WORD-CONSONANT DIAGRAPHS
47316 SPELL THAT WORD-EE AND EA WORDS
47317 SPELL THAT WORD-IE AND EI WORDS
47314 SPELL THAT WORD-IE ENDINGS
47320 SPELL THAT WORD-LETTER C WORDS
47321 SPELL THAT WORD-LETTER G WORDS
47311 SPELL THAT WORD-LONG VOWEL SPELLINGS
47310 SPELL THAT WORD-SHORT VOWEL SPELLINGS
47318 SPELL THAT WORD-SILENT LETTERS
47312 SPELL THAT WORD-VOWEL DIAGRAPHS
47351 SPELLING (5 PROGRAMS)
47117 SPELLING-A BATCH OF ENDINGS
47118 SPELLING-END OF ENDINGS THE
47115 SPELLING-HEARING THE HOMONYMS
47109 SPELLING-IE OR EI
47112 SPELLING-MORE NASTY DEMONS
14000 SPELLING PACKAGE
47116 SPELLING-POSSESSING THE POSSESSIVES

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

47110 SPELLING-PREFIXES OR SUFFIXES
47114 SPELLING-SPELLING THOSE PLURALS
47113 SPELLING-STILL MORE NASTY DEMONS
47111 SPELLING-THOSE NASTY DEMONS
47040 SPELLING PROGRAM-S1
47041 SPELLING PROGRAM-S2
47396 SPELLING QUIZ
47027 SPELLTRONICS
47341 TICTACTOE SPELL
47356 TICTACTOE SPELL C
47331 TICTACTOE SPELL 1
47071 VOCABULARY/GRADE 7
47072 VOCABULARY/GRADE 8
47073 VOCABULARY/GRADE 9
47074 VOCABULARY/GRADE 10
47075 VOCABULARY/GRADE 11
47076 VOCABULARY/GRADE 12
47329 WARRIOR WORDS
47203 WORD GUESS SPELLING SERIES-LEVEL A
47204 WORD GUESS SPELLING SERIES-LEVEL B
47205 WORD GUESS SPELLING SERIES-LEVEL C
47206 WORD GUESS SPELLING SERIES-LEVEL D
47207 WORD GUESS SPELLING SERIES-LEVEL E
47323 WORD ZAPPER I
47324 WORD ZAPPER II
47325 WORD ZAPPER III
47326 WORD ZAPPER IV
47327 WORD ZAPPER V
47328 WORD ZAPPER VI
47164 WORDS IN CONTEXT SPELLING SERIES-LEVEL A
47165 WORDS IN CONTEXT SPELLING SERIES-LEVEL B
47166 WORDS IN CONTEXT SPELLING SERIES-LEVEL C
47167 WORDS IN CONTEXT SPELLING SERIES-LEVEL D
47168 WORDS IN CONTEXT SPELLING SERIES-LEVEL E

SPELLING CHECKERS
76011 DISPEL

SPELLING TESTS
47396 SPELLING QUIZ

SPREADSHEETS
33012 EASYCALC 64
33002 VICKY CALC

SPRITES
38005 EASY GRAPHICS 64
41019 HOME PAK 2
76024 LOGO
38006 SCREEN-GRAPHICS-64
76030 SIMONS BASIC
38007 SPRITE-AID
76031 SPRITE DESIGN/EDIT PACKAGE
38000 SPRITE DESIGNER

STAMP COLLECTING
59015 NUISMATIC PHANATIC

STANDARD DEVIATION
72011 RANGE VARIANCE STANDARD DEVIATION
72015 STATISTICS SADISTICS

STARS
37080 STARFINDER

STATES OF THE UNITED STATES
68092 GEOGRAPHY SMASH
68028 I LOVE AMERICA SERIES-UNITED STATES MAP
68056 OUR FIFTY STATES
68003 REGIONS OF THE UNITED STATES
68089 STATE CAPITALS
68076 STATES AND CAPITALS
68038 STATES-ARKANSAS
68039 STATES-CALIFORNIA
68040 STATES-CONNECTICUT
68041 STATES-FLORIDA
68042 STATES-ILLINOIS
68043 STATES-INDIANA
68044 STATES-MASSACHUSETTS
68045 STATES-MICHIGAN
68046 STATES-NEW JERSEY
68047 STATES-NEW YORK
68048 STATES-NORTH CAROLINA
68017 STATES-OHIO
68050 STATES-PENNSYLVANIA
68051 STATES-SOUTH CAROLINA
68052 STATES-TEXAS
68053 STATES-VERMONT
68054 STATES-WASHINGTON
68055 STATES-WISCONSIN
68032 STATES AND CAPITALS
68024 STATES AND CAPITALS
68083 STATES GAME THE
68017 STATES OF THE UNITED STATES
68088 TIC-TAC STATES

STATISTICAL ANALYSIS
72015 STATISTICS SADISTICS

STATISTICAL ANALYSIS
28042 MODE MEDIAN AND MEAN

STATISTICS
28042 MODE MEDIAN AND MEAN

STOCK BROKER
33010 SUPER BROKER THE

STOCKS
33009 STOCK TICKER TAPE THE
33010 SUPER BROKER THE

STOICHIOMETRY
62026 STOICHIOMETRIC ANALYSIS
19008 STOICHIOMETRY-GENERAL
19005 STOICHIOMETRY-MASS/MASS
19006 STOICHIOMETRY-MASS/VOLUME
19007 STOICHIOMETRY-VOLUME/VOLUME

STRING ARRAYS
76001 SORT

STRING TESTING
76008 SCREEN EDITOR (VER. 2.1)
76009 SCREEN EDITOR (VER. 2.2)

STUDENT GRADES
67002 GRADE AVERAGES

STUDENT LOANS
67008 ND & L INTERNAC BILLING SYSTEMS (NIBS)

STUDENT PAYROLL
67006 STUDENT PAYROLL

STUDENT RECORDS
67004 FINANCIAL AID MANAGEMENT (FAM-83)
67011 GRADE MY KIDS
67008 ND & L INTERNAC BILLING SYSTEM (NIBS)
67005 NEED ANALYSIS

SUBMARINE
36024 ANTI-SUB PATROL
36174 NUCLEAR SUB
36157 SEA WOLF
36103 SONAR SUB

SUBTRACTION
28073 ADDING OR SUBTRACTING 2-3 PLACE NUMBERS IN COLUMNS
28053 ADDITION AND SUBTRACTION
28003 ADDITION AND SUBTRACTION OF WHOLE NUMBERS
28144 ARCHER
28138 BUNNY HOP
28137 COMPUTER ZOO
28248 DECIMAL SUBTRACTION
28210 DECIMALS 3
28148 EQUATIONS-ADDITION AND SUBTRACTION
28135 FIRST GRADE-TEN SECOND CLUB
28136 FIRST GRADE-TWENTY PROBLEM CLUB
28183 MATH DIVING 1
28194 MATH FACTS 1
11000 MATH FOR EVERYDAY LIVING
28145 MATH WITH MICROMAN
28229 MISSING OPERANDS-INTEGERS
28230 MISSING OPERANDS-WHOLE NUMBERS
28110 PUMPING IRON
28139 SECOND GRADE-TEN SECOND CLUB
28140 SECOND GRADE-TWENTY PROBLEM CLUB
28147 SIX SECOND CLUB
28106 SLAM DUNK
28192 SPEED FACTS 1
28157 STORY PROBLEM PRACTICE ADDING AND SUBTRACTING
28066 STORY PROBLEMS IN ADDITION AND SUBTRACTION
28240 SUBTRACT FRACTION 1
28241 SUBTRACT FRACTION 2
28271 SUBTRACT FACTS 0-5
28288 SUBTRACT FRACTIONS 2
28323 SUBTRACT IT
28070 SUBTRACTING WITH OBJECTS
28097 SUBTRACTION
28289 SUBTRACTION CONCEPTS
28039 SUBTRACTION OF FRACTIONS
28062 SUBTRACTION PROGRAM
28328 SUBTRACTION 1 TUTOR
28329 SUBTRACTION 2 TUTOR
28005 TABLES 1-12 ADD AND SUBTRACT MULTIPLICATION AND DIVISION
28187 TICTACTOE FACTS 1
28104 TWO MINUTE WARNING

SUFFIXES
47172 DROPPING THE FINAL E
47364 END-IT
47178 MORE SUFFIXES
47110 SPELLING-PREFIXES OR SUFFIXES
47118 SPELLING-THE END OF ENDINGS
47177 SUFFIXES
47388 WORD ELEMENTS-SERIES THREE
47389 WORD ELEMENTS-SERIES FOUR

SURGE PROTECTORS
83006 QUIETLINE 6
83005 SS120-D VOLTAGE SURGE SUPRESSOR

SWINE
32003 HPS-HOG PRODUCTION SYSTEM

SYNONYMS
47020 ENGLISH BASICS-SYNONYMS AND ANTONYMS (I AND II)
15008 MATCH GAME PROGRAM
47184 SYNONYM SERIES

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

47132 SYNONYMS
47363 SYNONYMS
47394 SYNONYMS
47392 WORD FUNCTIONS

SYNTAX
22007 SYNTACTICALLY PERFECT-SERIES
22008 SYNTACTICALLY PERFECT - SERIES 2
22009 SYNTACTICALLY PERFECT - SERIES 3

SYNTHESIS
37073 HISTOGRAM GENERATION & ANALYSIS-SYNTHESIS OF ZINC CHLORIDE
37061 PHYSICAL SCIENCE SERIES-SYNTHESIS OF ZINC CHLORIDE

SYNTHESIZERS
54014 MUSIC MACHINE
54012 MUSICMAKER
54016 SYNTHY 64
54000 VIC SMITH

T·U

TABULATION
72000 STAT

TACHISTOSCOPE
47264 INVASION
47149 TACHISTOSCOPE

TANKS
36094 ATTACK
36002 TANK ARCADE
36070 TANK TRAP
36063 TANK WARS
36010 TANKTICS

TAPE INTERFACES
81010 UNIVERSAL TAPE INTERFACE & DUPLICATOR

TAX DEDUCTIONS
74000 TAXMAN-INCOME & EXPENSE

TEACHING AIDS
67014 EASYLESSON 64
67015 EASYQUIZ 64
67013 EXAM ANALYSIS SYSTEM
67012 EXAM GENERATING SYSTEM
67002 GRADE AVERAGES
67011 GRADE MY KIDS
67010 GRADER
67003 MICROPHYS ATTENDANCE SYSTEM
67009 TEST TABULATOR

TELEPHONE BOOK
50001 MICROPHYS MAIL LIST/TELEPHONE DIRECTORY

TELEPHONE RECORDS
21001 MA BELL

TELLING TIME
15039 CLOCK
15011 CLOCK
15022 HICKORY DICKORY DOCK
15000 TELLING TIME

TERMINAL EMULATOR
91003 HESMODEM I

TERMINAL SOFTWARE
21003 THE SMART 64 TERMINAL RELEASE 1.20

TEST PREPARATION
67014 EASYLESSON 64
67015 EASYQUIZ 64
67012 EXAM GENERATING SYSTEM

TEST SCORING
372012 2-SCORES AND STANDARD SCORES
67015 EASYQUIZ 64
67013 EXAM ANALYSIS SYSTEM
67009 TEST TABULATOR

TESTING
67012 EXAM GENERATING SYSTEM
47120 SAT VERBAL SKILLS-ETYMOLOGY
47123 SAT VERBAL SKILLS-GROUP B
47124 SAT VERBAL SKILLS-GROUP C

THERMAL ENERGY
62011 HEATS OF FUSION/VAPORIZATION
62010 SPECIFIC HEAT CAPACITY

THERMODYNAMICS
62013 GENERAL GAS LAWS
62014 THERMODYNAMICS I
62015 THERMODYNAMICS II

TIME MANAGEMENT
17004 BUSINESS CALENDAR - PERSONAL DATA BASE
59011 CALENDAR MY APPOINTMENTS
17011 EASYSCHEDULE 64
17012 TOTAL TIME MANAGER

TIME ZONES
68031 UNITED STATES TIME ZONES

TITRATION
19023 TITRATION

TORQUE
62032 SET 1 - MECHANICS

TRANSCONTINENTAL RAILROAD
68037 TRANSCONTINENTAL RAILROAD

TRANSPORTATION
68009 TRANSPORTATION

TRANSVERSE WAVES
62016 TRANSVERSE STANDING WAVES

TREBLE CLEF
54002 LINES AND SPACES OF THE TREBLE CLEF

TRIGONOMETRY
11046 DIFFERENTIATION OF TRIGONOMETRIC FUNCTIONS
11060 FUNCTION PLOTTER
11047 INTEGRATION OF TRIGONOMETRIC FUNCTIONS
11016 TRIGONOMETRY I
11020 TRIGONOMETRY II

TYPING
59000 KEYBOARDING
59017 TOUCH TYPING TUTOR
59016 TOUCH TYPING TUTOR 3.0
59001 TYPE ATTACK
59002 TYPING PRACTICE
59010 TYPING TUTOR PLUS WORD INVADERS

UTILITY BILLS
41008 UTILITY BILL SAVER

V

VACATIONS
41014 ITS TRAVEL TIME

VALENCES
19012 SYMBOLS AND VALENCES DRILL

VAPORIZATION
62011 HEATS OF FUSION/VAPORIZATION

VARIANCE
72011 RANGE VARIANCE STANDARD DEVIATION

VARIANCE ANALYSIS
72000 STAT

VECTOR ANALYSIS
62020 VECTOR ANALYSIS I
62021 VECTOR ANALYSIS II

VEHICLE TRAVEL
62044 MOTION PROBLEMS I (OPPOSITE DIRECTIONS)
62045 MOTION PROBLEMS II (ROUND TRIP AND OVERTAKING)

VELOCITY
62043 VELOCITY AND ACCELERATION

VERBS
47303 ADVERBS-REVIEW AND DRILL
47138 AGREEMENT OF SUBJECTS AND VERBS
47018 ENGLISH BASICS-ADVERBS (I AND II)
47014 ENGLISH BASICS-NOUNS (I AND II)
47016 ENGLISH BASICS-VERBS (I AND II)
47193 LAY/LIE
47376 N-LV-ADJ PATTERN
47375 L-LV-N PATTERN
47373 N-V PATTERN
47374 N-V-N PATTERN
47079 RECOGNIZING VERBS
47192 SIT/SET
47084 SUBJECT-VERB AGREEMENT
47101 USAGE-IRREGULAR VERBS
47100 USAGE-SUBJECT/VERB AGREEMENT (A & B) PRONOUN/ANTECEDENT AGREEMENT (A & B)
47141 VERB THE
47359 VERBS
47369 VERBS-ACTION
47368 VERBS-BEING
47370 VERBS-HELPER 1
47371 VERBS-HELPER 2
47372 VERBS-REVIEW
47301 VIEWING VERBS

VOCABULARY
47134 DEFINITIONS
47000 DIASCRIPTIVE READING
47004 HOW TO READ IN THE CONTENT AREAS (LITERATURE)
47005 HOW TO READ IN THE CONTENT AREAS (MATHEMATICS)
47002 HOW TO READ IN THE CONTENT AREAS (SCIENCE)
47003 HOW TO READ IN THE CONTENT AREAS (SOCIAL STUDIES)
47001 HOW TO READ IN THE CONTENT AREAS - SCIENCE SOCIAL STUDIES LITERATURE MATHEMATICS

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

47034 JUNIOR HIGH VOCABULARY I
47036 JUNIOR HIGH VOCABULARY II
47008 OBRIEN VOCABULARY PLACEMENT TEST THE
47033 SENIOR HIGH VOCABULARY I
47035 SENIOR HIGH VOCABULARY II
47188 SOCIAL STUDIES WORD LIST-READINGS
47040 SPELLING PROGRAM-S1
47041 SPELLING PROGRAM-S2
47071 VOCABULARY/GRADE 7
47072 VOCABULARY/GRADE 8
47073 VOCABULARY/GRADE 9
47074 VOCABULARY/GRADE 10
47075 VOCABULARY/GRADE 11
47076 VOCABULARY/GRADE 12
47273 VOCABULARY LEVEL 9
47274 VOCABULARY LEVEL 10
47275 VOCABULARY LEVEL 11
47276 VOCABULARY LEVEL 12
47277 VOCABULARY LEVEL 13
47270 VOCABULARY BUILDER-SERIES 1
47271 VOCABULARY BUILDER-SERIES 2
47272 VOCABULARY BUILDER-SERIES 3
47278 VOCABULARY CROSSWORDS-LEVEL 9
47279 VOCABULARY CROSSWORDS-LEVEL 10
47280 VOCABULARY CROSSWORDS-LEVEL 11
47281 VOCABULARY CROSSWORDS-LEVEL 12
47282 VOCABULARY CROSSWORDS-LEVEL 13
47283 VOCABULARY EXPANDER-GRADE 9 & 10
47284 VOCABULARY EXPANDER-GRADE 10 & 11
47285 VOCABULARY EXPANDER-GRADE 11 & UP
47185 VOCABULARY SERIES
47058 VOCABULARY SERIES I
47059 VOCABULARY SERIES II
47060 VOCABULARY SERIES III
47404 WORD FUN 1
15006 YOUNG FOLKS SERIES - MILK BOTTLE
15003 YOUNG FOLKS SERIES - PUSSIN BOOTS
15004 YOUNG FOLKS SERIES - WORD FACTORY

VOCABULARY TESTING
47008 OBRIEN VOCABULARY PLACEMENT TEST THE

VOLCANOES
37005 EARTH AND ITS COMPOSITION THE

VOLTAGE
37025 LIGHT FIVE

VOLUMES
53002 ED PACK (H.S.)
37086 HISTOGRAM GENERATION AND ANALYSIS-VOLUME BY DISPLACEMENT
37055 PHYSICAL SCIENCE SERIES-VOLUME BY DISPLACEMENT
62026 STOICHIOMETRIC ANALYSIS
19008 STOICHIOMETRY-GENERAL
19006 STOICHIOMETRY-MASS/VOLUME
19007 STOICHIOMETRY-VOLUME/VOLUME

VOWELS
47380 CONSONANT-VOWEL-CONSONANT (C-V-C)
47311 SPELL THAT WORD-LONG VOWEL SPELLINGS
47310 SPELL THAT WORD-SHORT VOWEL SPELLINGS
47312 SPELL THAT WORD-VOWEL DIAGRAPHS
47198 TYPE TO READ-SET D
47012 USING PHONICS IN CONTEXT
47405 VOWEL KONG
47345 VOWELS (A-U)
47346 VOWELS A
47334 VOWELS-A
47347 VOWELS E
47335 VOWELS-E
47348 VOWELS I
47336 VOWELS-I
47349 VOWELS O
47337 VOWELS-O
47350 VOWELS U
47338 VOWELS-U

W

WATER
37072 HISTOGRAM GENERATION AND ANALYSIS-DECOMPOSITION OF WATER
37060 PHYSICAL SCIENCE SERIES-DECOMPOSITION OF WATER

WATTS
37029 WATTS UP

WAVES
62036 WAVES

WEATHER
37049 ROWBOAT WEATHER

WEIGHT REDUCTION
59013 TRACK MY HEART

WHALES
37028 SAVE THE WHALES

WIND
37032 WIND CLOUD

WOMAN'S HISTORY
68063 MATCH MASTER-FAMOUS WOMEN

WORD GAMES
47048 ANAGRAMS I (RECREATIONAL 1)
47049 ANAGRAMS II (RECREATIONAL 2)
47050 ANAGRAMS III (COLLEGE 1)
47051 ANAGRAMS IV (COLLEGE 2)
47052 ANAGRAMS V (HIGH SCHOOL 1)
47053 ANAGRAMS VI (HIGH SCHOOL 2)
47054 ANAGRAMS VII (JUNIOR HIGH 1)
47055 ANAGRAMS VIII (JUNIOR HIGH 2)
47056 ANAGRAMS IX (ELEMENTARY 1)
47057 ANAGRAMS X (ELEMENTARY 2)
47362 ANTONYMS
47287 BEGINNING CAPITALIZATION
47288 BEGINNING GRAMMAR
47286 BEGINNING PUNCTUATION
47299 BLENDS AND ENDS
47291 CAPITALIZATION CONTEST-GRADES 3 & 4
47292 CAPITALIZATION CONTEST-GRADES 4 & 5
47293 CAPITALIZATION CONTEST-GRADES 5 & 6
47160 CATCH THE RHYMING FISH
47380 CONSONANT-VOWEL-CONSONANT (C-V-C)
47406 DEFINDER
47398 ENGLISH INVADERS
47379 FLASH SPELL HELICOPTER
47297 GAINS IN GRAMMAR-GRADES 3 & 4
47298 GAINS IN GRAMMAR-GRADES 4 & 5
47299 GAINS IN GRAMMAR-GRADES 5 & 6
47395 HANGBUG
47289 HIGH DIVING DAN-SERIES 1
47290 HIGH DIVING DAN-SERIES 2
47062 MISSILE SPELLING/GRADE 4
47063 MISSILE SPELLING/GRADE 5
47064 MISSILE SPELLING/GRADE 6
47065 MISSILE SPELLING/GRADE 7
47066 MISSILE SPELLING/GRADE 8
47067 MISSILE SPELLING/GRADE 9
47068 MISSILE SPELLING/GRADE 10
47069 MISSILE SPELLING/GRADE 11
47070 MISSILE SPELLING/GRADE 12
47400 MUNCHWORD
47300 NOTICING NOUNS
47294 PUNCTUATION PROGRESS-GRADES 3 & 4
47295 PUNCTUATION PROGRESS-GRADES 4 & 5
47296 PUNCTUATION PROGRESS-GRADES 5 & 6
47344 ROCKET SPELL
47352 ROCKET SPELL C
47332 SCRAMBLE SPELL 1
47315 SPELL THAT WORD-AI ENDINGS
47322 SPELL THAT WORD-COMMONLY MISSPELLED WORDS
47319 SPELL THAT WORD-COMPOUND WORDS
47313 SPELL THAT WORD-CONSONANT DIAGRAPHS
47316 SPELL THAT WORD-EE AND EA WORDS
47314 SPELL THAT WORD-IE ENDINGS
47317 SPELL THAT WORD-IE AND EI WORDS
47320 SPELL THAT WORD-LETTER C WORDS
47321 SPELL THAT WORD-LETTER G WORDS
47311 SPELL THAT WORD-LONG VOWEL SPELLINGS
47310 SPELL THAT WORD-SHORT VOWEL SPELLINGS
47318 SPELL THAT WORD-SILENT LETTERS
47312 SPELL THAT WORD-VOWEL DIAGRAPHS
47363 SYNONYMS
47341 TICTACTOE SPELL
47331 TICTACTOE SPELL 1
47356 TICTACTOE SPELL C
47301 VIEWING VERBS
47405 VOWEL KING
47329 WARRIOR WORDS
47046 WHEEL OF FORTUNE WORD GAMES-ENTERTAINERS
47044 WHEEL OF FORTUNE WORD GAMES-FAMOUS PLACES
47045 WHEEL OF FORTUNE WORD GAMES-SCIENTISTS
47047 WHEEL OF FORTUNE WORD GAMES-SPORTS FIGURES
47043 WHEEL OF FORTUNE WORD GAMES-STATESMEN
47404 WORD FUN 1
47323 WORD ZAPPER I
47324 WORD ZAPPER II
47325 WORD ZAPPER III
47326 WORD ZAPPER IV
47327 WORD ZAPPER V
47328 WORD ZAPPER VI

WORD RECOGNITION
15025 ALPHABETIZE 1
15026 ALPHABETIZE 2
15027 ALPHABETIZE 3
47029 FLASH SPELLING
47119 GLOSSARY OF USAGE
47037 JUNIOR/SENIOR HIGH SPELLING I

KEY·WORD INDEX

Use this key-word index to find specific programs in categories of special interest to you. The Blue Book numbers in each category will lead you directly to a complete program listing within the book. The Blue Book is arranged in numerical order by blue book number.

47038 JUNIOR/SENIOR HIGH SPELLING II
47030 READABILITY INDEX
15041 REMEMBER
47028 SCRAMBLED LETTERS
47113 SPELLING-STILL MORE NASTY DEMONS
15012 WHICH LETTER IS MISSING
47401 WORDSPOT
15004 YOUNG FOLKS SERIES - WORD FACTORY

WORD SKILLS
47061 ANALOGY
47402 ANTONYM MATCH
47133 ANTONYMS
47399 BLENDS AND ENDS
47169 COMPOUND WORDS
47173 CONTRACTIONS
47134 DEFINITIONS
47172 DROPPING THE FINAL E
47021 ENGLISH BASICS-CONTRACTIONS (I AND II)
47019 ENGLISH BASICS-HOMONYMS (I AND II)
47029 FLASH SPELLING
47119 GLOSSARY OF USAGE
47163 GUESS THAT WORD
47170 HARD AND SOFT C
47171 HARD AND SOFT G
47365 HOMOPHONES
47099 IMPROVING WRITING STYLE-EXCESS WORDS
47191 ITS/IT'S-YOUR/YOU'RE
47193 LAY/LIE
47155 MATCHING WORDS
47156 MATCHING WORDS (3G LIGHT PEN)
47366 PHONOGRAMS
47357 PLURALS
47022 PUNCTUATION I-THE PERIOD QUESTION MARK & EXCLAMATION POINT
47023 PUNCTUATION II-THE COMMA
47179 ROOT WORDS
47125 SAT VERBAL SKILLS-FOREIGN WORDS AND PHRASES
47192 SIT/SET
47188 SOCIAL STUDIES WORD LIST-REGIONS
47330 SPELL 1
47184 SYNONYM SERIES
47132 SYNONYMS
47394 SYNONYMS
47149 TACHISTOSCOPE
47189 TO/TOO/TWO
47190 THERE/THEIR/THEY'RE
47195 TYPE TO READ-SET A
47196 TYPE TO READ-SET B
47197 TYPE TO READ-SET C
47198 TYPE TO READ-SET D
47361 USAGE
47071 VOCABULARY/GRADE 7
47273 VOCABULARY/LEVEL 9
47274 VOCABULARY/LEVEL 10
47275 VOCABULARY/LEVEL 11
47276 VOCABULARY/LEVEL 12
47277 VOCABULARY/LEVEL 13
47270 VOCABULARY BUILDER-SERIES 1
47271 VOCABULARY BUILDER-SERIES 2
47272 VOCABULARY BUILDER-SERIES 3
47283 VOCABULARY EXPANDER-GRADE 9 & 10
47284 VOCABULARY EXPANDER-GRADE 10 & 11
47285 VOCABULARY EXPANDER-GRADE 11 & UP
47185 VOCABULARY SERIES
47058 VOCABULARY SERIES I
47059 VOCABULARY SERIES II
47060 VOCABULARY SERIES III
47046 WHEEL OF FORTUNE WORD GAMES-ENTERTAINERS
47044 WHEEL OF FORTUNE WORD GAMES-FAMOUS PLACES
47045 WHEEL OF FORTUNE WORD GAMES-SCIENTISTS
47042 WHEEL OF FORTUNE WORD GAMES-SONG TITLES
47047 WHEEL OF FORTUNE WORD GAMES-SPORTS FIGURES
47043 WHEEL OF FORTUNE WORD GAMES-STATESMEN
47126 WORD CATEGORIES-HISTORY
47127 WORD CATEGORIES-HUMANITIES
47129 WORD CATEGORIES-LITERATURE
47128 WORD CATEGORIES-SCIENCE/MATH
47130 WORD CATEGORIES-WORDS OF SIMILAR APPEARANCE
47386 WORD ELEMENTS-SERIES ONE
47387 WORD ELEMENTS-SERIES TWO
47388 WORD ELEMENTS-SERIES THREE
47389 WORD ELEMENTS-SERIES FOUR
47390 WORD ELEMENTS-SERIES SIX
47203 WORD GUESS SPELLING SERIES-LEVEL A
47204 WORD GUESS SPELLING SERIES-LEVEL B
47205 WORD GUESS SPELLING SERIES-LEVEL C
47206 WORD GUESS SPELLING SERIES-LEVEL D
47207 WORD GUESS SPELLING SERIES-LEVEL E
47131 WORD RELATIONSHIPS
47159 WORD SEARCH
47137 WORD WEAVER
47164 WORDS IN CONTEXT SPELLING SERIES-LEVEL A
47165 WORDS IN CONTEXT SPELLING SERIES-LEVEL B
47166 WORDS IN CONTEXT SPELLING SERIES-LEVEL C
47167 WORDS IN CONTEXT SPELLING SERIES-LEVEL D
47168 WORDS IN CONTEXT SPELLING SERIES-LEVEL E
47401 WORDSPOT

WORK
37021 BLOCK STACKER

WORK STUDY
67006 STUDENT PAYROLL

WORLD AFFAIRS
68002 SIMULATION ANNAM-THE STUDY OF A DEVELOPING COUNTRY

WORLD HISTORY
68021 ANCIENT CIVILIZATIONS
68036 ANCIENT CIVILIZATIONS
68022 EARLY HUMANS
68020 MIDDLE AGES THE

WORLD WAR I
68068 TUG OF WAR-WORLD WAR I

WORLD WAR II
68069 TUG OF WAR-WORLD WAR II

WRITING
47032 BANK STREET WRITER THE
47024 CAPITALIZATION
47194 HAIKU
47099 IMPROVING WRITING STYLE-EXCESS WORDS
47094 IMPROVING WRITING STYLE-COORDINATION (A & B)
47095 IMPROVING WRITING STYLE-FAULTY COORDINATION
47097 IMPROVING WRITING STYLE-PARALLEL STRUCTURE (A & B)
47098 IMPROVING WRITING STYLE-SENTENCE BEGINNINGS (A & B)
47096 IMPROVING WRITING STYLE-SUBORDINATION
47162 MAKING AN OUTLINE
47022 PUNCTUATION I-THE PERIOD QUESTION MARK & EXCLAMATION POINT
47023 PUNCTUATION II-THE COMMA
47025 QUOTATION MARKS
47085 STORY TELLING SEQUENCE
47137 WORD WEAVER
47026 WRITING COMPETENCY PROGRAM

X·Y·Z

ZINC CHLORIDE
37073 HISTOGRAM GENERATION AND ANALYSIS-SYNTHESIS OF ZINC CHLORIDE
37061 PHYSICAL SCIENCE SERIES-SYNTHESIS OF ZINC CHLORIDE

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10000 • Accounting

INCLUDES ACCOUNTS PAYABLE, ACCOUNTS RECEIVABLE AND GENERAL LEDGER

Also See Related Categories: 17000 Business Management
33000 Financial
45000 Invoicing & Billing
58000 Payroll
60000 Personal Finance
72000 Statistics
74000 Tax

Bluebook #COM-10000

BOOKKEEPER **431**

This series of interlocking programs is menu-driven and self-prompting with relative file structure implemented throughout. In some versions, machine language routines have been used to provide more efficient operation. Available for both SERVICE and RETAIL/WHOLESALE firms. This total business system contains the following:

- 375 accounts in the master chart of accounts.
- supports 1000 accounts receivable.
- provides for the automation of 100 accounts payable.
- automated Payroll system for 100 employees.
- automatic processing of 40 notes and loans.
- captures and posts invoices and receipts for the firm from a single entry.
- encourages effective accounts receivable management.
- capturing of information for ten departments.
- provides for contribution margin analysis by department.
- serves as an instant calculator for computing such activities as payroll, invoices and sales receipts while the transactions are being posted to the general ledger.
- allows the user to effectively manage the Company's payables and schedule payments to suppliers.
- permits the company to use either the accrual or cash method of accounting and still track receivables and payables.
- computes depreciation automatically.
- produces trial balance of the general ledger upon demand.
- prepares an income statement for each of the ten departments, a consolidated statement for the company and a balance sheet for the month and year-to-date and for cash month end.
- prepares and posts the year end closing entries to the general ledger automatically.
- contains monthly, year-to-date budgeting cap abilities for more effective performance monitoring.
- payroll program is written so as to permit adaption for use in all fifty states.
- in most versions, all files are contained on a single diskette maximizing ease of use and data file backup. The system has a separate conversion program which is designed to ease the process of converting to the system.
- retail/wholesale version contains a perpetual inventory system which will accomodate 3000 distinct products and provide vital management information such as the safety stock feature.
- retail wholesale version contains an invoicing procedure which includes price and description lookup and can be used as a point of sale system. Generates an invoice, posts to the general ledger and updates accounts receivable and inventory from a single entry.
- relative file structure is used throughout.

Requires 32K. **Disk 1000.00**

Bluebook #COM-10001

MARI [MEDICAL ACCOUNTS RECEIVABLE AND INSURANCE] **720**

Computer program, for the medical profession, to be used with the Commodore 8000 series computers. This combination, computerizes your accounting records. Significant benefits are...

- Improved cash flow
- Faster processing of insurance claims
- Fewer errors
- Greater profits

Mari stores pertinent patient information using CPT*ICD OR RVS medical codes in its versatile data base. This information can be quickly recalled to generate a large number of reports that normally take many hours.

BILLING

- Prints statements on standard or custom forms
- Lists charges and services
- Allows selectively applied interest charges
- Accomodates multiple billing cycles
- Permits 'special messages' to be printed on statements
- Supports balance forward accounting systems
- Supports open item accounting systems

INSURANCE FORMS
The system includes the proper format for printing on the standard AMA approved HFCA 1500 form.
USER FRIENDLY
Designed to be used effectively by anyone with minimal training. No previous computer knowledge is required. Includes a comprehensive, jargonfree manual. It detects obvious data entry errors. At any time, the operator may press the 'help' key to obtain a short description of the current operation rather than constantly referring to the manual.
MANAGEMENT REPORTS
Allows you to provide better service to patients through easy access to detailed reports. These reports include:
- Income ledgers
- Income analysis
- Daily list of scheduled patients
- Instant cash receipts
- Accounts receivable transactions
- Aged accounts receivable
- Patient/account cross reference
- Patient recall

FILE ORGANIZATION
File sizes are set by the user. Large files are automatically 'split' over disk drives. The number of records stored depends upon the file size.
Requirements: 8032 computer[supports multiple computers with SUPERBUS 4.0]. 8000 series disk drive [supports multiple disk drives], any properly interfaced printer.

Bluebook #COM-10002

THE ACCOUNTANT **1279**
With this program you can create a general ledger and post amounts to general ledger. Category and amounts on general ledger are readily changed as necessary or can become permanent records to prepare instant balance sheet and income statement. Help keep a firm grip on what's happening in your business when the accountant is not around, and reduce his time there when he is. Storage and retrieval of information is by separate data tape so that detailed recordkeeping is possible. Package consists of two tapes with four sides and includes a utility for creating a general ledger, a utility for posting amounts to general ledger, a program to do a balance sheet, and lastly a program to prepare an income statement. This program should be readily adaptable to your business since the utility programs allow you to complete and create individualized ledger entries.
Requires: VIC-20 or Commodore 64, Printer Optional
Cassette 29.95

Bluebook #COM-10003

ACCOUNTS RECEIVABLE AND PAYABLE **1279**
To round out our business programs you may now keep track of your accounts receivable and accounts payable. Software consists of three programs. The first utility tape lets you assign the account as a receivable or payable and accepts the name, address, and date of posting for the customer. The second utility tape posts an amount to the receivable or payable. The third tape prints out all of your receivables and payables including a total for each. When an account has been paid, program allows deletion from main program with storage and printout of paid accounts if desired.
Requires: VIC-20 or Commodore 64, Printer Optional
Cassette 21.95

Bluebook #COM-10004

CASH FLOW MODEL **1279**
An accounting program to determine the cash flow in either your business or personal setting. Program calls for appropriate input of all relevant data and then automatically arranges date in appropriate format and specifies cash flow results. A significant program to maintain 'tabs' on what's happening at any given moment.
Requires: VIC-20 or Commodore 64.
Cassette 12.95

11000 • Advanced Mathematics

Also See Related Categories: 28000 Elementary Mathematics
33000 Financial
60000 Personal Finance
72000 Statistics
74000 Tax

Bluebook #COM-11000

MATH FOR EVERYDAY LIVING **1016**

By Ann Edson, M.Ed., and Allan Schwartz. M.A.
Real-life math and business skills are taught with this progressive tutorial and practice program. Making full use of the randomizing and branching capabilities of the computer, the student is given choices to make in real-life simulation-type activities. Correct answers bring a reward, while mistakes are corrected by showing the student how to do the problem. The program includes:

- Paying and making change (Addition and Subtraction)
- Working with sales slips (beginning multiplication)
- Unit pricing (beginning division)
- Computing gas mileage (more advanced division)
- Figuring sales tax (beginning percent)
- Working with wages (advanced multiplication)
- Earning with overtime (fractions)
- Earning with piecework or commission (multiplication and percent)
- Working with time
- Understanding the paycheck (combination math)

Included with the program are 10 reproducible activity masters to reinforce concepts, plus a pre and a post test for diagnostic placement and evaluation.
Interest levels Junior-Senior High School (Instructional Levels: Grades 4-6). **5 Cassettes 79.00**
2 Disks 85.00

Bluebook #COM-11001

ALGEBRAIC EXPRESSIONS **1016**

By Phillip E. Hessemer.
REWRITING VERBAL PHRASES AS ALGEBRAIC EXPRESSIONS
This program clearly explains the way in which verbal phrases correspond to algebraic expressions as the computer reviews addition, subtraction, multiplication, and division. It also explains the use of the comma (how it assists in the interpretation of a phrase). In the exercise drills, the computer displays a phrase and the student must enter the corresponding algebraic expression. After two incorrect responses, the correct answer is given. At the conclusion of each exercise level, (there are two levels of difficulty) the student may review the verbal terms and their functions. Unlimited practice is available.
EVALUATING ALGEBRAIC EXPRESSIONS
Clear, step-by-step instructive examples show how the basic variables X and Y function in algebraic expressions. Tutorial exercises teach the evaluation process and use bold graphic rewards to positively reinforce correct answers. Incorrect answers are greeted with "try again," and after two wrong responses, the computer will guide the student through the mechanics of solving the problem. Students will learn quickly because this approach never gives them a sense of failure. The program logically leads students to successful manipulation of the X and Y concepts.
Disk 39.95

Bluebook #COM-11002

EVALUATING ALGEBRAIC EXPRESSIONS **1016**

(For description, see Bluebook No. COM-11001)
Cassette 17.95

Bluebook #COM-11003

EQUATIONS **1016**

By Philip E. Hessemer.
Each of the programs in this set provides the student with an unlimited supply of random equations which he/she must solve for the variable. Correct solutions are heralded with animated rewards, and a step-by-step display and explanation of how to find the solution are supplied if indicated by poor student performance.
SOLVING EQUATIONS LEVEL 1
This program provides random equations of one

variable and one operation.
SOLVING EQUATIONS LEVEL II
This program provides random equations of one variable and two operations, and frequent use of parentheses.
SOLVING EQUATIONS LEVEL III
This program provides random equations which include the variable on both sides.
Junior-Senior high school. **3 Programs on Disk 45.00**

Bluebook #COM-11004

SOLVING EQUATIONS LEVEL I **1016**
Provides random equations of one variable and one operation. **Cassette 15.95**

Bluebook #COM-11005

SOLVING EQUATIONS LEVEL II **1016**
Provides random equations of one variable and two operations, and frequent use of parentheses.
Cassette 15.95

Bluebook #COM-11006

SOLVING EQUATIONS LEVEL III **1016**
Provides random equations which include the variable on both sides. **Cassette 15.95**

Bluebook #COM-11007

GRAPHING **1016**
By Philip E. Hessemer.
INTRODUCTION TO GRAPHING ON THE COORDINATE PLANE.-
After reviewing basic terms such as Coordinate Plane, Y and Y axes, origin, and ordered pair, this program provides instruction on writing an ordered pair for a point displayed on a graph. Random points are displayed on a Coordinate Plane allowing the student to input the correct X and Y coordinates for each. If the student completes the example correctly, a random textual reward is given. If the student is unable to answer the example as required, the computer provides the answer.
PLOTTING POINTS ON THE COORDINATE PLANE-
This program gives the student the opportunity to plot random ordered pairs, designated by the computer, on a Coordinate Plane. By using specified keys on the keyboard, the student is able to move the cursor on the screen to the proper location. An unlimited number of ordered pairs, motivating rewards for correct answers, and after two unsuccessful attempts by the student, an explanation of how to locate the point and a display of the correct location make this program a valuable teaching tool. **2 Programs on Disk 39.95**

Bluebook #COM-11008

INTRODUCTION TO GRAPHING ON THE COORDINATE PLANE **1016**
(For description see Bluebook #COM-11007).
Cassette 17.95

Bluebook #COM-11009

PLOTTING POINTS ON THE COORDINATE PLANE **1016**
(For description see Bluebook #COM-11007).
Cassette 17.95

Bluebook #COM-11010

GRAPHING EXPONENTIAL FUNCTIONS **1016**
By David Edson.
This lesson begins with a review of exponents and how they are calculated. The fundamental rules of exponential notation are reviewed and explained. The computer then displays an X and Y axis and, through the use of graphics, illustrates the way in which an exponential function is plotted. Interactive drill questions are used throughout the lesson to reinforce the tutorial concepts. Rewards are given for correct answers, and branching is used to explain incorrect responses. The combination of tutorial and drill provides a very effective approach which allows the student to master calculating exponents and graphing linear functions.
Junior-Senior high school. **Cassette 16.95**
Disk 19.95

Bluebook #COM-11011

SENIOR HIGH MATH I **307**
14 programs.
Specify Pet or 64. **Disk 200.00**

Bluebook #COM-11012

SENIOR HIGH MATH II **307**
12 programs.
Specify Pet or 64. **Disk 200.00**

11000 • Advanced Mathematics

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12 programs.
Specify PET or 64. **Disk 200.00**

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12 programs.
Specify PET or 64. **Disk 200.00**

Bluebook #COM-11015

QUADRATIC EQUATIONS **0307**
Senior High.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-11016

TRIGONOMETRY I **0307**
Deals with basic trip definitions; laws of sines and cosines. Senior high.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-11017

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Senior High.
Specify PET/CBM or 64. **Disk 25.00**

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Senior High.
Specify PET/CBM or 64. **Disk 25.00**

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GEOMETRICAL AREAS **0307**
Deals with the determination of the areas of plane figures. Senior High.
Specify PET/CBM or 64. **Disk 25.00**

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Deals with right triangles and the six basic trig functions. Senior High.
Specify PET/CBM or 64. **Disk 25.00**

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VERBAL PROBLEMS I: NUMBERS **0307**
In all the Verbal Problems, the student must construct, from the problem statement, an algebriac equation which he then proceeds to solve for the unknown. Senior High.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-11022

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Senior High.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-11023

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Senior high.
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Deals with the common difference, nth term and number of terms associated with randomly generated arithmetic progressions. Senior high.
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Deals with direct, indirect, and joint relationships. Senior high.
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Student solves a randomly generated linear relationship for some unknown variable. Senior high.
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Bluebook #COM-11036

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Student solves a randomly generated implicit relationship for some unknown variable. Senior high.
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Deals with slopes, intercepts, distance between points. Senior high.
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Randomly generates various verbal problems. Senior high.
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INTEGRATION: SURFACE AREAS OF SOLIDS **0307**
Specify PET/CBM or 64 **Disk 25.00**

For Product Information
Use The Reader Service Cards

Bluebook #COM-11052

ELMENTARY MATRIX ALGEBRA OPERATIONS **279**

By A.P. Steward

This package will help students studying matrix algebra operations by giving them ample practice in applying the operations to problems. The programs take the student step-by-step from the definition of a matrix through all the elementary operations: addition, subtraction, scalar and matrix multiplication, and inversion. For each operation, the definition and several examples are given, followed by a drill-and-practice session using many randomly generated problems so that repeating a unit never provides exactly the same sequence. The programs include an introductory unit and sixteen CAIunits divided into two instructional groups. The first group begins with the definition of a matrix and ends with subtraction of matrices. The second group begins with scalar multiplication of matrices and ends with the use of matrix inversion for the solution of simultaneous linear equations. The introductory unit uses a railway schedule and a multiplication table to illustrate the practical nature and general characteristics of matrices. The student is shown examples of arrays of numbers which are arranged properly in matrix form , as well as examples in which they are arranged incorrectly. The concept of rows and columns and their elements is made clear by having the student identify certain elements according to their row and column numbers. The student is shown how to recognize the size of matrices and is introduced to row and column matrices. The addition of matrices is introduced by illustrating how two sets of monthly bills for several households are summed to give the table of two-month totals. Sums and differences of matrices are defined and illustrated by examples and questions. The second group of units begins by illustrating the rule for matrix multiplication by ''flashing'' corresponding row and column elements shown in light-field. Their contribution to the resulting element is shown in an intermediate expanded form. With the aid of the light-field and flashing, the student is shown how the size of two matrices is related when they are compatible for multiplication. An example of noncommutability of the multiplication of matrices is also given. Next the student is asked to ''race against the PET.'' By setting a time limit on how long the student has to multiply two matrices, the student is motivated to develop facility in multiplying matrices. The multiplication of a matrix by a scalar is introduced next and identity (unit) matrices are defined and illustrated. The matrix inverse is defined and discussed in detail. Finally, the application of the inverse to the solution of simultaneous linear equations is discussed and an example given. The student is required to solve a simple 3X3 case. The unit ends with a series of

questions to test the student's overall comprehension of the concepts presented. The materials could be used as a supplement in any course using matrices or as self-study. Suggested courses for which the materials are appropriate include Matrix Algebra, Linear Algebra, Finite Mathematics, and Busines Mathematics. An average student might spend several hours with the material over a period of one or two weeks, perhaps interspersed with assigned problems from a conventional text. The author has also provided homework assignments corresponding to each unit. The strongest features of the programs are the use of the light-field and screen-oriented graphics capability of the PET and the random generation of test problems, successful teaching techniques easily possible using a computer.

Requires: PET 2001

8K Cassette 50.00
16K Disk 50.00

Bluebook #COM-11053

REWRITING VERBAL PHRASES AS ALGEBRAIC EXPRESSIONS **1016**

(For description, see Bluebook No. COM-11001)

Cassette 17.95

Bluebook #COM-11054

COORDINATE **1282**

By Don Ross

This program is designed to give the learner practice in plotting points on a Cartesian coordinate system. A graph is displayed and the student is asked to plot a point picked at random. The cursor is moved by using the 2, 4, 6, and 8 keys. When the learner decides that the cursor is in the correct position, he/she presses the letter A. The learner is then told whether the answer is correct. If the answer is incorrect, the correct position of the point is shown on the screen. The student may stop the drill at any time by pressing the letter S. The number of correct points plotted will then be shown. Upper elementary and up.

Requires Pet. **Disk or Cassette 20.00**

Bluebook #COM-11055

EQUATIONS **1282**

By Don Ross

Generates random equations in the form AX-B=C, where A, B, and C are integers. All solutions are integer values. Students solve the equations step-by-step on the screen. All errors, including incorrect use of algebraic axioms, are immediately flagged and appropriate messages are given explaining the students error. The student continues solving the equation until the correct solution is reached. The student is then told the number of errors made and is given the option of working with a new problem. Grades 7 - 10. **16K Required.**

Requires Pet. **Disk or Cassette 20.00**

Bluebook #COM-11056

SOLVING QUADRATIC EQUATIONS **1282**

By Don Ross

Generates random quadratic equations in the form $AX+BX+C=0$ that are solvable by factoring. The student solves the equation by factoring the quadratic expression, setting both factors equal to zero and solving the resultant equations for all values of X. If the student is unable to factor the quadratic expression, a detailed explanation is given for that particular problem. The screen us used as a worksheet, and the student interacts with the computer, as the problem progresses step-by-step. All work is done on the screen. Errors are immediately flagged, and an appropriate response explaining the error is given. **16K Required.**

Requires Pet. **Disk or Cassette 20.00**

Bluebook #COM-11057

ALGEBRAIC LAWS **1141**

Practice is provided in recognizing the proper use of the properties of operation: identity, commutative, associative, distributive, zero, and inverse. A performance summary is included.

Requires 16K Pet.

Bluebook #COM-11058

ALGEBRA GAUGE **1141**

Students earn 25 points for each correct response and lose 5 points for each hint required as they work toward a goal of 100 points on our algebra gauge. Their practice covers simple equations, inequalities, two equations two unknowns, quadratic equations, and polynomial roots.

Requires 16K Pet.

11000 • Advanced Mathematics

Bluebook #COM-11059

ALGEBRA GAMUT **1141**
Students receive practice with basic algebraic manipulations as they are required to put equations into simplest form. Monomials, binomials, trinomials, radicals, exponents, rational expressions, and polynomials are covered. The format used encourages speed and accuracy while it builds an understanding of the range of algebraic manipulations and the types of problems to which they apply. Hints provide direct review of the algebraic laws involved.
Requires 16K Pet.

Bluebook #COM-11060

FUNCTION PLOTTER **1141**
A linear, trigonometric, or quadratic function may be entered by the operator. When upper and lower limits for the axis are entered, the function is plotted on the screen over the range specified.
Requires 8K Pet.

Bluebook #COM-11061

FACTORING TRINOMIALS **1200**
Choose among three levels of difficulty for practice in developing the skills needed to factor trinomials. The levels are: 1. Picking the correct factors from a multiple-choice list. 2. Filling in the missing term for a given factor of the trinomial. 3. Giving the factors for a given trinomial. At each level of difficulty, sufficient help is provided for the student to obtain the correct answer whenever errors are made. The rules for multiplication of signed numbers are displayed when the student makes a mistake in giving the correct sign. Throughout the use of this tutorial program, a summary of the student's progress is being tabulated and is displayed after the completion of a set of 10 problems. (Junior, and Senior High, Adult Level)
16K PET or Commodore-64 **9.95**

Bluebook #COM-11062

FACTORING PERFECT SQ. TRINOMIALS **1200**
Three levels of difficulty are provided for developing skills in factoring perfect square trinomials. You can choose among: 1. Multiple-choice answers, 2. Fill in the missing term for a given factor, or 3. Give the factors for a given trinomial. At each level of difficulty, help is provided whenever the student makes a mistake. A summary is provided when the student completes a set of 10 problems. (Junior, and Senior High, Adult Level)
Requires 16K Pet or Commodore 64. **9.95**

Bluebook #COM-11063

FACTORING THE DIFFERENCE OF SQ. **1200**
The student can choose from three levels of difficulty: 1) Multiple-choice, 2) Fill in the missing term, or 3) Give the factors for a given expression that is the difference of squares. At every level of difficulty, various levels of help are provided until the student reaches the correct answer. A summary of the student's progress is displayed at the end of 10 problems in this tutorial session.(Junior and Senior High, Adult Level)
16K PET or Commodore-64 **9.95**

Bluebook #COM-11064

FACTORING TRINOMIALS WITH COMMON MONOMIAL FACTORS **1200**
The skill of finding common monomial factors is developed through the use of this program. Several levels of help are provided when needed. A summary of the student's progress is displayed after 10 problems are completed. (Junior and Senior High, Adult Level)
16K PET or Commodore-64 **9.95**

Bluebook #COM-11065

MULTIPLYING BINOMIALS **1200**
The familiar Foil method of multiplying binomials by sight is graphically displayed by use of this program. Several levels of help are provided whenever the student makes an error in multiplication. Selecting the range of the leading coefficient is also an option in this program. At the conclusion of this tutorial, a summary is provided. (Junior and Senior High, Adult Level)
16K PET or Commodore-64 **9.95**

Bluebook #COM-11066

AREA OF A RECTANGLE **1282**
This program provides the student with the experience of interacting with the computer, as an abstract concept comes "alive" on the screen. The concept of area is introduced, explained, and reinforced again and again during the student's involvement with the program. Using graphics and counting, the program guides the student from the concrete to the more abstract discovery of the algorithm for finding the area of a rectangle. The area may be found by either counting, adding, or multiplying, depending on the ability level of the student. It is menu driven and allows the choice of instruction or practice. All examples are generated randomly. The student continuously receives messages to reinforce understanding of the concept. Elementary and up.
Requires Pet/CBM or 64. **16K Cassette 20.00**
16K Disk 24.95

14000 • Authoring

Also See Related Categories: 22000 Computer Science
76000 Utilities

Bluebook #COM-14000

SPELLING PACKAGE **1238**

Makes it easy for you to create your own computerized lessons. It is ideal for spelling lessons, foreign language vocabulary or other language materials. The package contains two programs, a tape recorder interface and detailed instructions. A RECORD PROGRAM leads you step-by-step to create a lesson and prepare a tape recording with your spelling words. You decide what to record for each word. For example, you can repeat the word, say it in a sentence or define it. A SPELLING PROGRAM plays the taped message for each word, waits for the student to spell the word, and provides immediate, detailed feedback. When the lesson is finished, the program automatically provides lists of the words spelled correctly and incorrectly. A TAPE RECORDER INTERFACE lets the computer control a standard cassette tape recorder.

You need a cassette tape recorder with a remote control jack [found on most cassette recorders], and a Pet computer with at least 16K. The tape recorder interface plugs into the cassette and user port connectors at the back of the Pet.

Cassette 99.95

Disk-Contact Mfgr.

15000 • Basic Learning Skills

Also See Related Categories: 25000 Demonstration Programs
28000 Elementary Mathematics
36000 Games
37000 General Science
38000 Graphics
47000 Language Arts
53000 Miscellaneous
68000 Social Studies

Bluebook #COM-15000

TELLING TIME **914**
Basic concepts of clock and telling time are introduced. Not only traditional clock face used but, with more and more digital clocks and watches being used today, they are also included.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-15001

MONEY **914**
Student is given several "examples" (reasons) why understanding of money and ability to add, subtract, multiply and divide money are so important. Examples are given and incorrect answers are corrected. Examples are random.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-15002

PROBLEM SOLVING **914**
Introduces the student to the basics of problem solving. Shows students the various ways in which a math problem can be written. Then shows how same problem would appear "in words." Shows student how, though it might seem confusing at first, it is really quite simple. Shows how to change word problems into number problem. Random problems appear at the end so student can have fun, solving problems.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

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Computer Directories...
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Bluebook #COM-15003

YOUNG FOLKS SERIES-PUSS IN BOOT **1166**
Uses appealing graphics to assist the young child learning the concepts of In, Out, Left, Right, On, Off, Over, Under, Above, Below, Beside, and Next To. The program uses minimal reading with a controlled vocabulary. The child may either respond with a light pen or with the keyboard.
Requires 8K Pet. **Cassette 20.00**

Bluebook #COM-15004

YOUNG FOLKS SERIES-WORD FACTORY **1166**
The young child controls a word machine. The machine processes words which frequently cause reversal problems. The teacher may also type in words that will provide practice for the individual student. Choice of word length.
Requires 16K Pet. **Cassette 20.00**

Bluebook #COM-15005

YOUNG FOLKS SERIES-LETTER GAMES **1166**
Includes three letter-matching games. In Game 1, the pupil finds which letter in four is different. In Games 2 and 3 he matches a letter in a group to another. Letters are paired which frequently cause confusion. There is no text to read, so the young child may use this program independently. The child may respond either with a light pen or with the keyboard.
Requires 8K Pet. **Cassette 20.00**

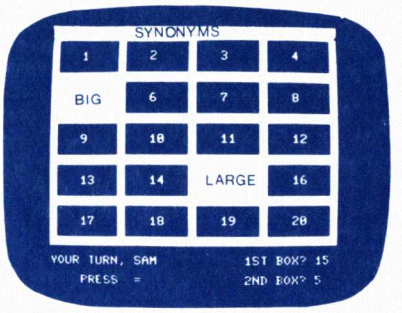
Bluebook #COM-15006

YOUNG FOLKS SERIES-MILK BOTTLES **1166**
The child watches as milk is added to four bottles. He is then asked to choose the bottle that has the most or least or the bottle that is full or empty or almost full or almost empty or identify the bottle that is different. There is minimal reading and controlled vocabulary. The child may respond either with a light pen or with the keyboard.
Requires 8K Pet. **Cassette 20.00**

Bluebook #COM-15007

LETTERS AND NUMBERS PROGRAM **1238**
Ideal for young children and special education classes. It gives practice in matching and in completing sequences of letters and numbers. It uses a special set of large, clear letters (both upper and lower case) and numbers. You choose between matching and fill-in practice. Matching requires the child to press the keys corresponding to letters or numbers displayed on the screen. Fill-in shows a sequence of letters or numbers with a blank, and the child presses the key for the missing letter or number. You set the type of display (upper or lower-case letters, or numbers) and how many letters or numbers appear.
Requires Pet/CBM computer with 40-column screen.
Cassette 19.95
Disk 24.95

There Are Several Handy, Easy-To-Use Indexes In This Directory
Subject Index - Front
Source Index - Front
Alphabetical Title Index - Back



Bluebook #COM-15008

MATCH GAME PROGRAM **1238**
Ideal for fun and learning at home or school. It is a motivating game that can be played with an unlimited variety of educational materials. The computer presents a game board of numbered boxes. Players uncover two boxes on each turn, trying to find those with matching contents. The game has exact matches and paired matches (such as synonyms or math problems and answers). You can create your own games: states and capitals, books and authors, French-English translations, or any other topic. The program provides easy-to-follow instructions. One to four people can play;the board can be set for 2 to 10 matches. Let the computer play too, and it will adjust its level of play to the board size and players' skills.
For all ROM's, 40 or 80 column. Requires 16K, Pet/CBM. **Cassette 24.95**
Disk 29.95

Bluebook #COM-15009

A DOLLAR AND CHANGE **1248**
By Robert F. Zbasnik
How fast can the student make change from a dollar bill? The player is given $5.00 in nickels, dimes, quarters, and half-dollars that are to be returned as change to customers for certain purchases. A clock on the screen records the speed of the transactions. Elementary level.
Requires VIC-20, 64, or Pet. VIC-20 Requires 3K Memory Enhancer. **Disk or Cassette 14.95**

Bluebook #COM-15010

MAXI TAXI **1248**
By Robert Zbasnik
This program stresses the value of time, and challenges the player to earn as much as possible in an hour as a cab driver. The learner decides to drive one of three

taxis displayed on the screen after comparisons are made between the fraction of an hour each ride takes and the fare collected. A lower fare means more trips per hour are needed. After ten rides that feature animation and sound, a summary shows how effective the player was in selecting the Maxi Taxi each time. Elementary level.
Requires Pet or VIC-20 with 3K Memory Enhancer.
Disk or Cassette 14.95

Bluebook #COM-15011

CLOCK **1248**
Presents problems in telling time by the hour or half-hour. Each lesson consists of 12 randomly selected clock faces showing various times, such as 9:00, 10:30, etc. The learner answers by first typing the number of the hour, then a colon, then the minutes. If the learner does not know the answer, pressing the question mark key will cause the right answer to be revealed. A unique feature of this program is that the computer will not print any incorrect key that is pressed. Thus, the learner is guided, stroke-by-stroke, to the correct answer. At the end of each lesson, the learner's performance is summarized, including a listing of the specific times that gave trouble. If the same time trouble is listed twice in the summary, this means that the learner first made an incorrect response, then asked for the answer. Primary grades.
Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-15012

WHICH LETTER IS MISSING? **1248**
The computer presents a row of capital letters on the screen. But one of them is covered up. Which one is it? The student tries to find and press the key with the missing letter. If the student does not know the answer and presses the up-arrow key (the one just to the right of the asterisk), the computer will give the answer. At the end of the lesson, the student's performance is summarized.
Primary grades. **Disk or Cassette 7.95**

Bluebook #COM-15013

MATCHING SHAPES **1248**
In this pre-reading exercise, the student is required to match shapes randomly selected by the computer. This is done by using the large function keys on the right side of the keyboard. The student presses either the top or bottom key to indicate his/her choice. Student performance is summarized.
Pre-school and kindergarten
Disk or Cassette 9.95

Bluebook #COM-15014

ABOVE OR BELOW **1248**
In this pre-reading exercise, the student practices using the concepts "above" and "below." This is done by working with shapes that randomly appear either above or below a line on the screen as determined by the computer. The large function keys on the right side of the keyboard are used. The student presses either the top or bottom key to indicate his/her choice. Student performance is summarized.
Pre-school and kindergarten
Disk or Cassette 9.95

Bluebook #COM-15015

ALPHABET SONG **1248**
By CHOF
Using the keyboard, the student matches large color letters on the screen. As this is done, the computer plays the notes of the Alphabet song.
(Pre-school and kindergarten)
Requires: VIC-20 and 3K Memory Enhancement 9.95

Bluebook #COM-15016

ALPHABET SONG **1141**
The computer plays the alphabet song as corresponding capital letters appear from left to right in three rows on the screen. At a randomly selected letter, progress of the song stops. The child then must push the key marked with the letter which comes next for the song to finish. Young children frequently sing along with the computer during this activity. We recommend this program for kindergarten and preschool children.
Requires: 8K PET

Bluebook #COM-15017

ALPHABLOCKS **1141**
A large upper case letter appears on a block at the top of the screen. Four lower case letters appear spread across the screen beneath it. By pushing control keys, the student moves a bar sideways until it is over the lower case letter which corresponds to the upper case

letter displayed. Pushing the space bar causes a block to form around the selected letter. If the correct letter was selected, a corresponding capital letter appears in its alphabetic position on the appropriate one of twenty-six small blocks displayed at the bottom of the screen. The computer then selects another capital letter for display in the top screen block from among those letters not yet identified and placed on the twenty-six bottom screen blocks. When all twenty-six bottom screen blocks are filled, the top screen block becomes the head of a friendly robot who noisily appears behind the twenty-six successfully-filled lower screen blocks, seeming to hold them. This program is great fun if you are five years old. We recommend it for kindergarten and very early first grade.
Requires: 8K PET

Bluebook #COM-15018

BEGINNING SOUNDS **1141**
An object is pictured on the screen. Below the picture are four pairs of upper and lower case letters. By pressing the space bar, the child selects the letter which identifies the beginning sound of the pictured object. A summary of the words corresponding with the objects that presented difficulty is included. Recommended for children in kindergarten and first grade.
Requires: 16K PET or VIC-20w/8K Expander cartridge or Commodore 64

Bluebook #COM-15019

ENDING SOUNDS **1141**
Four pairs of upper and lower case letters are displayed below a picture on the screen. By pressing the space bar, the child selects the letter which identifies the ending sound of the pictured object. A summary of the child's performance is included. Recommended for children in kindergarten and first grade.
Requires: 16K PET or VIC-20 w/8K Expander cartridge or Commodore 64.

Bluebook #COM-15020

WHICH TWO ARE THE SAME? **1141**
A three-letter series is displayed followed by four additional sets of letters. The child is directed to compare the letters and to select which of the four choices matches that first given. This visual discrimination program is recommended for children in kindergarten.
Requires: 8K PET

Bluebook #COM-15021

ALPHABETICAL ORDER **1141**
The students or teacher may select one of three skill levels. At the first level of play the student is asked to alphabetize 5 words which all begin with a different letter. The second level requires alphabetizing to two letters. For the third level, ten words are given and the students are given practice alphabetizing to the third letter. We recommend this program for students in grades 2-4.
Requires: 8K PET.

Bluebook #COM-15022

HICKORY DICKORY CLOCK **1141**
The teacher or student may select time intervals of 1 hour, ½ hour, ¼ hour, or 5 minutes. Random times will be displayed on the clock face. The goal for students is to get 12 correct and cause the mouse to run down the clock. A summary of student performance is included. This program is recommended for first and second grade children.
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-15023

ABC'S 1 **1200**
This program provides practice in supplying the missing letter in a sequence of consecutive letters. A tutorial format with several levels of help is used. (Primary Level).
5K VIC 7.50

Bluebook #COM-15024

ABC'S2 **1200**
This program provides practice in matching upper-case letters to the displayed lower-case letters. A tutorial format with several levels of help is used. (Primary Level).
5K VIC 7.50

Bluebook #COM-15025

ALPHABETIZE 1 **1200**
Practice is provided in recognizing whether or not a word list is in alphabetical order. Three levels of difficulty are provided. (Primary, Intermediate, and Junior High Level).
5K VIC 7.50

15000 • Basic Learning Skills

Bluebook #COM-15026

ALPHABETIZE 2 **1200**
Practice is provided in putting a given set of words, each with a different first letter, in alphabetical order. Three levels of difficulty are provided. (Intermediate and Junior High Level).

5K VIC 7.50

Bluebook #COM-15027

ALPHABETIZE 3 **1200**
Practice is provided in putting a given set of words, some of which have the same first letter, in alphabetical order. Three levels of difficulty are provided. (Intermediate and Junior High Level).

5K VIC 7.50

Bluebook #COM-15028

CALENDAR 1 **1200**
Practice is provided in learning the names of the day of the week. The student can choose between a multiple-choice or a fill-in -the-blank format. (Primary and Intermediate Level).

5K VIC 7.50

Bluebook #COM-15029

CALENDAR 2 **1200**
Practice is provided in learning the names of the months of the year. The student can choose between a multiple-choice or a fill-in-the-blank format. (Primary and Intermediate Level).

5K VIC 7.50

Bluebook #COM-15030

NUMBER SEQUENCE 1 **1200**
This program provides practice in determining a missing number in a number sequence. Three levels of difficulty are provided: (0-10), (0-100), (0-1000). Tutorial help is provided with no reading required. (Primary and Intermediate Level).

5K VIC 7.50

Bluebook #COM-15031

MONEY CHANGE 1 **1200**
Given a dollar for a purchase and the cost of an item, the student will be required to make change using the fewest number of coins. (Primary and Intermediate Level).

5K VIC 7.50

Bluebook #COM-15032

ABC'S **1300**
The two options in this program provide practice in supplying the missing letter in a sequence of consecutive letters or matching upper case letters to the displayed lower case letters. A tutorial format with several levels of help is used. (Primary level)
16K PET or Commodore-64 **9.95**

Bluebook #COM-15033

COUNTING **1200**
This program provides practice in counting stationary objects, moving objects, or sounds in the range of 1-10 or 1-20. A tutorial format with at least three levels of help is used. (Primary Level)
16K PET or Commodore-64 **9.95**

Bluebook #COM-15034

CALENDAR **1200**
Three levels of practice in learning calendar skills (days of the week and months of the year). Level 1: Concentrates on correct spelling. Level 2: Requires multiple choice answers. Level 3: The student fills in the blank. Tutorial help provided. Progress report is given at the end of a lesson. (Primary and Intermediate Level)
16K PET or Commodore-64 **9.95**

Bluebook #COM-15035

TENS & HUNDREDS **1200**
Practice in counting objects using groups of ones, tens, or hundreds. Tutorial help is given. (Primary and Intermediate Level)
16K PET or Commodore-64 **9.95**

Bluebook #COM-15036

NUMBER SEQUENCE **1200**
Choice among three levels for practice in supplying a missing number of a number sequence. Level 1: (0-10); Level 2: (0-100); Level 3 (0-1000). Tutorial help provided, no reading required.(Primary and Intermediate Level)
16K PET or Commodore-64 **9.95**

15000 • Basic Learning Skills

Bluebook #COM-15037

NUMERAL NAMES **1200**
A concentration game format to practice matching the numerals with their corresponding names. The program provides the option for either one or two students. (Primary and Intermediate Level)
16K PET or Commodore-64 **9.95**

Bluebook #COM-15038

MONEY CHANGE **1200**
Given a dollar for a purchase and the cost of an item, the student will be required to make change using the fewest number of coins. (Primary, Intermediate, and Junior High Level)
16K PET or Commodore-64 **9.95**

Bluebook #COM-15039

CLOCK **1200**
Student determines what time is shown on the clock. Can be used with or without sound. (Primary Level)
Commodore-64 **9.95**

Bluebook #COM-15040

EARLY GAMES **1285**
A set of nine entertaining and educational activities. Although some adult assistance is helpful in the first few sessions, even very young children can soon select a game, play it, return to the menu, and select a different game...all by themselves! The games are colorful, non-aggressive, and designed to help children feel comfortable with the computer and develop basic skills with a minimum of frustration.

MENU-A series of pictures representing the games. When children see the picture of the game they desire to play, they simply press any key. That begins the game! This enables even very young children to control the program and feel comfortable playing the computer.

MATCH NUMBERS-A large, colorful number from 0to 9 is displayed on the screen. The objective is to match the number with the proper key on the computer keyboard. As in all games, there is immediate feedback to help the child.

COUNT-First, count up the colorful blocks displayed on the screen. Then find the key with the appropriate number and press it. This and the next two games become more difficult as they are played with success.

ADD-The computer displays a stack of blocks, a plus sign, another stack of blocks, and an equals sign. Count up the blocks in each stack and add them together. The sum is never greater than nine.

SUBTRACT-This game has the same format as the ADD GAME, but with a minus sign. Subtraction is a difficult concept for preschoolers and requires more patience than the other games.

MATCH LETTERS-As in the first game, the challenge is to find the key on the keyboard which matches the large colorful letter displayed on the screen. The numbers and letters are in two separate games to help children differentiate between them.

ALPHABET-This game is designed to help children learn the order of the letters in the alphabet. The letter "A" is displayed on the screen and the challenge is for the child to enter the next letter in the alphabet. If the response is incorrect, the computer displays the alphabet up to the letter in question. If the next response is also incorrect, the computer flashes the correct answer. When the response is correct, the computer displays that letter and asks for the next one.

NAMES-To begin, an adult enters the child's name when prompted by the computer. The child can then practice typing his or her name with some guidance from the computer. This game accepts spaces, initials, etc.

COMPARE SHAPES-The computer displays four shapes on the screen, each with an identifying number. All are the same color, but one has a different shape. Determine which shape is different and enter its identifying number.
Requires VIC-20. **29.95**

Bluebook #COM-15041

REMEMBER **1347**
A form of concentration for up to four players. There are four levels of difficulty — level 1 with easy words and graphics through level 4 with difficult words. Grades 2-6. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-15042

ALPHA HELP **1347**
Teaches the alphabet to young children using graphics and sound. Performance summarized. Grades K-1.
Requires: Commodore 64 and DATASSETTE **16.95**

Bluebook #COM-15043

SHAPES **1347**
Students learn to identify six different shapes by name. Shapes and names are demonstrated, followed by a drill. Performance summarized. Grades 1-3. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-15044

NUMBERS I **1347**
The student is asked to identify three-inch numbers graphically displayed on the screen. A corresponding number of figures is shown in conjunction to aid in the number recognition. Grades K-1. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-15045

NUMBERS II **1347**
This primary level program teaches the correlation between numbers and objects. A simple drill aids the student by counting one dog at a time when an incorrect answer is given. Performance summarized. Grades K-1. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-15046

NUMBERS III **1347**
This program teaches a primary level student to coordinate numbers with a visual display of dogs. Time limit and difficulty level can be set. Performance summarized. Grades K-1. **Requires: Commodore 64 and DATASSETTE** **16.95**

16000 • Biology

Also See Related Categories: 37000 General Science
40000 Health
51000 Medical

Bluebook #COM-16000

HEART LAB **1016**

By Dennis Kurtz

Simulation model of a functioning human heart. This innovative program uses animated graphics to produce a simulation model of a functioning human heart. It provides the student with an opportunity to observe, through simulation, the heart in action. The program illustrates the various parts and functions of the heart by showing the pumping action and tracing the blood flow through the arteries, veins, and chambers. The program is divided into three sections:

- Tutorial—Reviews the various vessels and chambers of the heart while identifying their locations on a graphic model.
- Drill—The computer indicates specific parts of the heart on the graphic model, and the student must type in the correct name of the vessel or chamber.
- Pulse Simulation Exercise—Demonstrates how the heart responds to work. The students enter their own pulse rates, before and after exercising, into the computer. The animated, graphic heart demonstrates how their hearts would function using a visual simulation.

Cassette 24.95
Disk 29.95

Bluebook #COM-16001

COEXIST-POPULATION DYNAMICS **279**

Population dynamics is the study of the changes which occur in the size of populations over periods of time and the factors which influence these changes: it is not a topic whic can easily be taught experimentally since it entails the maintenance of large numbers of organisms over many generations and is subject to the complex and not always apparent interaction of environmental and other influences. Coexist is an attempt to overcome these problems by providing students with the facility to simulate two biological situations. In the first, up to three populations are modeled to grow independently on identical limited food resources. The student is able to investigate the situation in which organisms compete only with members of their own species. When the outcome of such competition is familiar, Coexist can be used to simulate two populations in competition with each other for the same limited resources. In each of the simulations the student controls a number of parameters which might influence the outcome of competition by systematically choosing values for the numbers of offspring, generation times, initial and saturation problems, and inhibiting factors. By controlling these factors, students should learn something of their influence on population growth and of the need to set up controls and to vary only one parameter at a time in investigating relatively complex biological situations. The package includes six copies of the Students' Notes, one copy of the Teacher' Guide, and the sofware in machine-readable form (one interactive BASIC program, 315 lines of code, written in CONDUIT Level 0 BASIC).

Requires Pet 2000 or 4000. **8K Cassette 40.00**
16K Disk 40.00

Bluebook #COM-16002

COMPETE-PLANT COMPETITION **279**

The study of interactions between flowering plants is an important aspect of ecology, and a considerable amount of experimental work has been carried out in recent years to investigate the factors that are involved. However, experimental work with real plants often takes a long time, and such projects are not always suitable for student use. The computer simulation of plant growth presented in Compete enables students to plan an investigation and carry it out without the long delay usually associated with growth experiments. The Students' Notes describe investigations with both real and simulated plants, together with other data in the form of graphs, tables and descriptions. The real experiments need to be set up well in advance of the time when the results are required, but the others can be carried out in one or two hours. No prior knowledge about plant competition is assumed, but it is desirable that students have a general background knowledge of the development of flowering plants and of the resources which plants must obtain from their environment. The seven investigations presented in the student's notes are summarized below. EFFECTS OF CROWING ON PLANT GROWTH (real experiment).

Contains an introductory experiment designed to show that plants do affect one another's growth when they are crowded together. It also provides an opportunity to see the actual pattern of growth of plants which are dealt with in later sections of the Students' Notes. The experiment needs to be set up about two weeks before the results are required. MEASUREMENT OF GROWTH (SECOND-HAND DATA). Introduces the student to the quantitative measurements of growth which are used in most of the remaining investigations. The measurements show that the pattern of growth which is obtained depends upon how growth is measured. SIMULATED GROWTH IN A MONOCULTURE (computer simulation). The monoculture experiments are introductory ones which familiarize students with the use of a computer to simulate plant growth. They also provide control data for comparison with the simulated growth of mixtures of different kinds of plants in a later investigation. The simulation is based on a mathematical model devised by Baeumer and DeWit. INTERACTION BETWEEN CLOVER VARIETIES (real experiment and second-hand data). The real experiment in this section is based on one by the Nuffield Advanced Biological Science Project, and takes about two months to obtain results. The investigation of Black is also described and provides a complimentary set of data using a different species of clover. His measurements introduce the idea of a correlation between success in a mixture and the leaf area of the variety, suggesting that light is an important resource in limited supply. This idea is developed in the following section. SIMULATED GROWTH IN A MIXTURE (computer simulation). Baeumer and DeWit found that there was little or no interaction below the surface of the soil. They concluded that the light intensity was the main factor affecting competition and light intensity was the main factor affecting competition and that the amount of light a plant received was largely determined by its height. This section gives students an opportunity to plan an investigation to study the interaction of any two or four kinds of plants (barley, oats; tall peas, dwarf peas) at different planting densities. INTERACTION BELOW THE GROUND (second-hand data). In this section, the work of Stern and Donald on the interaction of subterranean clover and rye-grass is presented to show the student how conditions in the soil can affect the balance between two species. DIRECT PLANT INTERACTION (second-hand data). The investigation described in this section is a reminder that competition for limited resources is not the only way in which plants interact. Many plants produce chemical substances which affect plants of other species nearby. The package includes six copies of the Students' Notes, one copy of the Teachers' Guide, and the software in machine-readable form (one interactive BASIC program, 237 lines of code, written in CONDUIT Level 0 BASIC)

Requires: PET 2000 or 4000.

8K Cassette 40.00
16K Disk 40.00

Bluebook #COM-16003

ENZKIN-ENZYME KINETICS **279**

A piece of experimental research requires at least three kinds of work: planning of the experiments, performance of the experiments, and interpretation of the results. Only the middle stage involves laboratory work, and it is on this stage that traditional biochemical teaching concentrates. Of course, performing experiments is important, but there is a danger that planning and interpretation may be neglected as time and resources do not permit enough laboratory work to support them. Interpretation can be practiced with data and instructions from books, but practice in planning cannot be undertaken without the performance of many experiments. This unit permits students to obtain realistic results very rapidly, using a computer program to simulate the enzyme catalyzed reactions. Thus, Enzkin allows many cycles of planning, experimentation, and interpretation over a short period of time. The educational objectives of this unit are:

- To enable students to answer for themselves some of the fundamental questions of enzyme kinetics.
- To give students experience in dealing with an initially unknown system.
- To provide experience in the plotting of graphs and in other forms of data interpretation. The results from the investigations they have planned seem more real than tables of data from a book, and the need to use the results in planning the next investigation encourages students to extract the meaning quickly.
- To introduce students to some more complex situations in enzyme kinetics, such as substrate inhibition, cooperativity, and the influence of a cofactor, by using a modified version of the program.

The introduction to the Students' Notes describes some of the features of enzyme-catalyzed reactions. In later sections the students are asked to plot progress curves and to calculate initial velocities of reactions. Six enzymes with different properties are simulated by the computer program so that each student, or group of students, can obtain different results. Some of the enzymes may not correspond to any real phosphatase, but the principles of investigation are the same. The enzymes differ in the following six properties: Michaelis Constant, K; half the maximum velocity of reaction/ml at 30°C; optimum pH; pH range on either side of the optimum, above or below which activity falls to zero; increase in denaturation rate per 1°C rise in temperature; and temperature at which the enzyme is denatured by 0.12 per minute. These

enzymes can easily be replaced by ones with different values by changing some of the data statements in the computer program. The package includes six copies of the Students' Notes, one copy of the Teachers' Guide, and the software in machine-readable form (one interactive BASIC program, 292 lines of code, written in CONDUIT Level 0 BASIC).
Requires; PET 2000 or 4000.

8K Cassette 40.00
16K Disk 40.00

Bluebook #COM-16004

EVOLUT-EVOLUTION AND NATURAL SELECTION **279**

Given the complex genetic make-ups of higher organisms controlling the range of external and internal characteristics, natural selection becomes difficult to teach by traditional methods. The subject is further complicated since not all genes produce a single characteristic. In order to study the effect of natural selection on one gene (or set of alleles), the situation can be simpllified by setting up a model of a wild population, in this case, the well-known Pea Model. Unfortunately, the process of counting colored peas is too tedious, time-consuming, and error-prone to enable investigations to be carried into more than one or two generations. A far quicker means of obtaining results, without error, by the same process is by using a computer program. Set within a complete teaching package, EVOLUT is the Pea Model programmed for the computer. Students can vary the type of selection (against one homozygote, both homozygotes, the heterozygotes), the degree of selection, and the size and composition of the initial population, and then follow the course of natural selection for as many generations as desired. The students' appreciation of the action of natural selection is enhanced by the realization that relatively small differential survival rates are sufficient, over a number of generations, to alter the balance of a population. It will be appreciated that differential survival occurs, some forms surviving in preference to others. An elementary knowledge of genetics is assumed, particularly an understanding of (a) alleles, dominance and recessiveness, homozygotes and heterozygotes, (b) ecological habitats, and (c) percentages. The package includes six copies of the Students' Notes, one copy of the Teachers' Guide, and the software in machine-readable form (one interactive BASIC program, 243 lines of code, written in CONDUIT Level 0 BASIC).
Requires: PET 2000 or 4000.

8K Cassette 40.00
16K Disk 40.00

Bluebook #COM-16005

LINKOVER-GENETIC MAPPING **279**

Genetics is a part of biology in which it is sometimes difficult to arrange adequate practical work. Genetic mapping, for example, involves the breeding of large numbers of organisms which puts the practical teaching of this topic beyond the resources of most biology departments. But the understanding of genetic mapping can only be assured if the student can construct a map from breeding data. Breeding experiments themselves entail too much time and the maintenance of too many organisms for more than a trival amount of data to be collected. On the other hand, data derived from the literature is deterministic and involves the student to only a small extent. These problems can be overcome by simulating mapping experiments on a computer. LINKOVER has been designed to allow students to plan and excute a program of experiments so that an accurate genetic map of the single chromosome of the "electronic" species can be drawn. The student's investigation is a two-stage process: (1) selection of gene combinations either alphabetically or otherwise until the sequence of genes in the linkage group has been established; and (2) selection of adjacent genes so that the distances separating the genes can be accurately calculated. The student specifies a series of genetic crosses and from the resulting data builds up a linkage map for ten genes of a hypothetical diploid species using the three-point testcross technique. An important part of this simulation is the challenge it affords students in planning the genetic crosses themselves. Students should have an understanding of the principles of Mendelian inheritance and should be introduced to the theory of linkage and genetic mapping before using this unit. Linkage and genetic mapping are explained in the Students' Notes; also included are seven exercises leading to the use of the computer simulation. The package includes six copies of the Students' Notes, one copy of the Teachers' Guide, and the software in machine-readable form (one interactive BASIC program, 422 lines of code, written in CONDUIT Level 0 BASIC).
Requires: PET 2000 or 4000.

8K Cassette 40.00
16K Disk 40.00

Bluebook #COM-16006

PLANTS AND HOW THEY GROW **914**

This basic introduction to plants shows students the parts of plants and trees, what each part does, how seeds are carried to reproduce. Game follows. Packet of seeds is included.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-16007

GENETICS **1282**

This program is a classroom tool for health, biology, and advanced placement biology classes. It is designed for use with either a full class or by individual students. Once a student is taught the basic laws of inheritance, he/she can run Genetics to test his/her knowledge. The program will draw a family tree on the screen (up to three generations). Persons on the screen with a specific genetic trait are marked. The learner is then asked whether the trait is caused by a dominant, recessive, or sex-linked gene. If an incorrect answer is entered, the learner has the option of getting an explanation supplied by the computer. Detailed documentation is supplied with each program. Program by Kevin Novins. High School level.

Requires Pet. Sound Optional. Disk or Cassette 20.00

Bluebook #COM-16008

THE GREEN MACHINE **1248**

By Bruce Johnson

The green algae are out of control. At a certain water temperature, the algae will double in size in a period of days. Your job is to look at the pond and decide how much of it has been overcome, or how many days it took to get in this condition. In some cases, you'll be asked to find the water temperature also. Five different Green Machine situations must be solved.

Upper elementary and up.

Requires VIC-20. **9.95**

17000 • Business Management

Also See Related Categories: 10000 Accounting
24000 Data Base Management
33000 Financial
38000 Graphics
65000 Retail & Point Of Sale
72000 Statistics
74000 Tax
76000 Word Processing

Bluebook #COM-17000

DEPRECIATION/CRITICAL PATH/ PROFIT ANALYSIS **416**
Calculates annual depreciation using straight line, sum-of-years digits, or multiple declining balance with the option of switching to S.L. or S.Y.D. at optimal. CRITICAL PATH allows a variable maximum number of nodes and paths depending on memory size. PROFIT ANALYSIS graphically displays monthly sales, expenses, overhead, and profit for a one year period.
Requires Commodore 64 and 64K. **Disk 50.00**

Bluebook #COM-17001

SALES/EXPENSE **1123**
Maintain a record of your sales and expenses by 3 sales & 10 expense categories. 12 months.
Requires: VIC-20 and 8K memory expander **7.95**

Bluebook #COM-17002

BUSINESS RESEARCH **1256**
A decision-aiding management tool using the revised simplex and decomposition methods of operations research. Faster than ordinary simplex. ONLY algebra is needed to understand and use. A novice can make a major cost-saving, profit-making decision in seconds! Uses ENGLISH language interaction. It has an M.B.A. student option which displays each matrix operation for solving homework!
Requires: 16K PET **Cassette 65.00**

Bluebook #COM-17003

THE BIDDER-MY PROFIT MARGIN **1279**
All too frequently jobs are estimated or bid too cheaply and money is lost on the sale. This program will perform faultless calculations upon input of your fixed and variable costs. Program is flexible to permit different percentages of mark-up or profit with comparison thereof.
Requires: VIC20 or Commodore 64.
Cassette 16.95

Bluebook #COM-17004

BUSINESS CALENDAR-PERSONALIZED DATA BASE **1279**
A quick-simple to use program to maintain a diary of appointments or significant business events. Through data statement entry you can additionally use this program as a business or general data base and instantly access the information you need by date or similar key word.
Requires: VIC-20 or Commodore 64.
Cassette 16.95

Bluebook #COM-17005

THE BILLING SOLVER **1279**
A database program that is readily adaptable for your business or profession. Maintain files of your clients or accounts along with time entries for jobs performed on their behalf. Program automatically totals time. Information is accessible by client name. Program permits a permanent file record to be created.
Requires: VIC-20 or Commodore 64.
Cassette 19.95

Bluebook #COM-17006

THE CLIENT TICKLER **1279**
A database program to maintain records of projects or specific files for clients or accounts. Assign file numbers and information including client name, project name, and project time. Work performed is instantly accessible.
Requires: VIC-20 or 64. **Cassette 19.95**

**See The Main Subject Index
In the Front of The Book
For All The Subject Categories**

17000 • Business Management

Bluebook #COM-17007

THE PREDICTOR-LINEAR REGRESSION **1279**
This 'predicting' program can be used for predicting anticipated sales behavior, model building, analysis of trends, and similar uses, utilizing linear regression techniques.
Requires: VIC-20 or Commodore 64.
Cassette 16.95

Bluebook #COM-17008

P.E.R.T. MY VIC **1279**
Program Evaluation and Review Technique enables you to calculate the minimum time sequence to complete a project under variable or uncertain conditions and calculates the probability of completing a project by a target date. An excellent business planning tool.
Requires: VIC-20 or Commodore 64.
Cassette 16.95

Bluebook #COM-17009

RATIOS **1279**
A quick, easy to use program converting all raw numerical data to percentage calculations. A 'practical' business oriented utility program for ease in comparison of raw data.
Requires: VIC-20 or Commodore 64..
Cassette 8.95

Bluebook #COM-17010

LEASE/BUY? **1279**
Rely on this program to ascertain whether you should lease or buy the equipment or personal property. You'll see the comparisons in 'black and white' and you'll know the bottom line. Program will automatically tell you what information it needs to make comparisons and allows input of appropriate data.
Requires: VIC-20 or Commodore 64.
Cassette 14.95

Bluebook #COM-17011

EASYSCHEDULE 64 **1343**
An electronic calendar which permits you to program your specific scheduling needs. Input of data is in easy logical steps. Day, week, month, and year at-a-glance let you see the scheduled items and time slots.
Requires: Commodore 64, 1541 Disk Drive **79.95**

Bluebook #COM-17012

TOTL.TIME MANAGER **1344**
A set of two programs which allow you to create personal or business schedules, calendars of events, and checklists of activities. You enter a description of each activity, the person responsible, project code (optional), date(s) and time(s), and comments. Program Totl.Time provides:

- Easy-to-use add, change, and delete functions
- Browse through all activities
- Inquiry display of selected activities by: date range, person, project
- Save and load activity files from disk or tape

TOTL.Time Report allows you to print:

- 56 different bar chart formats
- Organize report by person, project, or activity
- Sort reports by beginning or ending dates, or activity number
- 6 basic time lines: from four full years to two 24-hour days

Requires: Commodore 64, 1525 printer, 1541 Disk Drive or DATASSETTE **25.00**

Bluebook #COM-17013

DONNA'S TIMECLOCK **1360**
Now you can replace your antique timeclock with a Commodore 64 computer and our brand new Timeclock Software. With Donna's Timeclock you can monitor the comings and goings of all of your employees. Time of arrival at work, lunch hours taken, breaks taken, and time of leaving can all be entered and easily tracked on a daily, weekly, or monthly basis. The program has room for as few as 3 or as many as 250 employees. Know whats going on at all times!
Requires Commodore 64 and a printer if hardcopy printout of activity is required. **Disk 49.94**

19000 • Chemistry

Also See Related Categories: 16000 Biology
37000 General Science
51000 Medical

Bluebook #COM-19000

GRAM-MOLECULAR MASS 307
Randomly synthesizes inorganic compounds whose gram-molecular masses are to be determined. The writing of chemical formulas is also reviewed.
Specify PET/CBM or 64. **Disk 25.00**

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THE MOLE CONCEPT 307
Generates a series of questions dealing with the mole concept and the writing of chemical formulas.
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THE MOLARITY CONCEPT 307
Generates a series of questions dealing with the concept of molarity; the mole concept is also reviewed.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-19003

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13 programs.
Specify Pet or 64. **Disk 200.00**

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CHEMISTRY II 307
13 programs.
Specify Pet or 64. **Disk 200.00**

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STOICHIOMETRY: MASS/MASS 307
Generates a series of questions which involve mass/mass relationships in various chemical reactions.
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Bluebook #COM-19006

STOICHIOMETRY: MASS/VOLUME 307
Involves mass/volume relationships.
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STOICHIOMETRY: VOLUME/VOLUME 307
Involves volume/volume problems.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-19008

STOICHIOMETRY: GENERAL 307
Mass/mass, mass/volume, volume/volume problem types are randomly generated.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-19009

PERCENT CONCENTRATION 307
Generates a series of questions relating to the determination of percent and fraction concentration of randomly generated solutions.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-19010

pH CONCEPT 307
Generates a series of questions dealing with the concept of pH and pOH. The student gains facility in working with log tables.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-19011

EMF OF ELECTROCHEMICAL CELLS 307
Generates a series of questions in which the student

determines the EMF of a randomly synthesized electrochemical cell.
Specify PET/CBM or 64. **Disk 25.00**

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Students are given practice in learning symbols and valences of the common ions and radicals encountered in introductory courses.
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Students are given practice in learning to name randomly synthesized compounds whose chemical formulas are displayed.
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FORMULAS OF COMPOUNDS DRILL **307**
Students are given practice in learning to write the chemical formulas of randomly synthesized compounds.
Specify PET/CBM or 64. **Disk 25.00**

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CHEMISTRY ANALYSIS I **307**
Is designed to provide solutions to problems involving the mole concept and molarity.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-19016

CHEMISTRY ANALYSIS II **307**
Is designed to provide solutions to problems involving normality, molality, changes in freezing and boiling points of solutions.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-19017

RKINET-REACTION KINETICS **279**
By A.W.B. AYLMER-Kelly
The laboratory can be used for a few experiments in reaction kinetics, but some especially intersting reactions often have to be omitted for reasons of time or complexity. This simulation, or model, has been written with the aim of fulfilling two basic objectives: (1) to extend students' laboratory experience and understanding of reaction kinetics by enabling them to carry out a wider range of investigations without taking up an excessive amount of time, and (2) to help students understand the relationship between a mathematical model and reality. This unit makes use of a computer program in which a series of mathematical equations (a mathematical model) represents the ways in which various factors influence the rate of a chemical reaction. The simulation model, which is based on data from real experiments, will broaden the students' knowledge of first-and second-order reactions, rate constants, concentration, and the effect of variation of temperature on reaction rate. The student first carries out a simple exercise in mathematical modeling, comparing computer derived results with his or her own experimental ones. The student then uses models, stored in the computer program, to simulate other experiments, choosing suitable values for parameters which represent experimental conditions. This gives the student valuable experience in designing such experiments and a practical knowledge of characteristics of chemical systems which might not be obtained in any other way. The use of the simulation also provides experience in selecting investigations which produce meaningful results. However, it is not intended in any way to replace existing laboratory experiments, but rather to complement and extend the students' work. The package includes six copies of the Students' Notes, one copy of the Teachers' Guide, and the software in machine-readable form (one interactive BASIC program, 245 lines of code, written in CONDUIT Level 0 BASIC).
Requires Pet 2000 or 4000.

Bluebook #COM-19018

HABER-AMMONIA SYNTHESIS **279**
By R. Edens and K. Shaw
The production of ammonia by the Haber process is an important process in chemical industry, and yet one not easily performed by students in conventional laboratory investigations. The Haber computer simulation provides students with the opportunity to study the Haber process and how the various conditions (temperature, pressure, catalyst and reactant concentration ratios) influence the course of the reaction (i.e., the time required to reach equilibrium yield of ammonia). The objectives of the unit are to enhance students' understanding of:
- The Haber process
- The effects on the equilibrium yield of ammonia of changing temperature, pressure, and the initial hydrogen-to-nitrogen molar ratio.

•The effects on the reaction rate of changing temperature and pressure.
•The effects on the reaction rate using various catalysts.
•Some of the considerations outside chemistry which have to be taken into account in the design of chemical plants for the industrial production of ammonia.
•The interpretation of results predicted in a model for conditions which the students are unable to create in the laboratory.
•The use of a mathematical mode.
Even though the computer simulation is interactive, it does not stand alone. The Student's Notes provide the essential frameword and direction for the students' studies. The Notes provide a brief restatement of the equilibrium law, Le Chatelier's Principle of Equilibrium, the rate law of kinetics, the ammonia synthesis mechanism, the effect of temperature on the rate constant, and the effects of catalysts. Before using this unit, students should be introduced to these concepts through lectures and textbook readings. Armed with this knowledge, students can use the Haber simulation to investigate the properties of a system at equilibrium and to investigate the kinetics of the Haber process. The package includes six copies of the Students' Notes, one copy of the Teachers' Guide, and the software in machine-readable form (one interactive Basic program, 308 lines of code, written in CONDUIT LEVEL 0 BASIC).
Requires PET 2000 or 4000. **8K Cassette 40.00**
16K Disk 40.00

Bluebook #COM-19019

BALANCING CHEMICAL EQUATIONS **1282**
By Erik Shank
Introduces the correct procedure for balancing elementary chemical equations, and then offers equations of increasing difficulty. The screen is used as a worksheet with the student interacting with the computer on a step-by-step basis as the student proceeds to balance the equation. All errors are immediately flagged and appropriate messages with explanations are given. After the student has corrected an error, he/she continues with the problem until the equation is correctly balanced. The number of errors made is given at the end of each problem. The number of problems attempted is under student control. Grades 9-12.
Requires Pet. **Disk or Cassette 20.00**

Bluebook #COM-19020

PERIODIC QUIZ **1141**
This program quizes the student's knowledge of and ability to use the periodic table. A periodic table should be available for reference during the program. A performance summary is given when the student has completed his/her sequence of questions.
Requires 16K Pet.

Bluebook #COM-19021

CHEMICAL FORMULAS **1141**
This program names compounds using I.U.P.A.C. rules pertaining to multivalent ions. A review of the rules with sample problems is provided. The student is given three attempts to correctly write the corresponding formula before the correct answer is provided. A summary of student performance is given at the end of the program.
Requires 16K Pet.

Bluebook #COM-19022

CHEMICAL NOMENCLATURE **1141**
Formulas for chemical compounds are presented. The student is required to correctly name the compound. Three attempts are granted before the correct answer is provided. A review section is included, and a summary is given at the end of the program.
Requires 16K Pet.

Bluebook #COM-19023

TITRATION **1141**
This simulated lab experiment helps to conserve on chemicals and laboratory preparation time while it provides students training in titrating a given volume of HCl using a know concentration of NaOH. The student is asked to calculate the molarity of the HCl solution. The calculated molarity is compared to the actual molarity and the percent error is given.
Requires 16K Pet.

Bluebook #COM-19024

DIFFUSION **1282**
The screen displays definitions of diffusion, concentration, gradient, and final concentration. There is a graphic illustration of the definitions by the movement of simulated molecules through a membrane in a beaker. The student responds to questions concerning the direction of molecular movement, concentration

gradient, or final concentration. Graphics are used for observing resultant changes that take place after selected responses are made. Middle School & Up
Requires: PET/CBM 64 **8K Cassette 10.00**

Bluebook #COM-19025

HEAT OF FUSION AND FORMULA OF A COMPOUND **1282**

In the application of the computer in Chemistry, we have developed two programs which serve as laboratory assistants. With the aid of these programs, students can determine the heat of fusion of ice, and the formula of copper sulphide. The computer programs are linked to established laboratory procedures. Supplementary sheets are supplied giving the students reinforcement in addition to the computer's visual screen. Students are required to document equipment and procedure. They must collect reliable data and be capable of doing the calculations by hand. The computer gives them a shorter method of checking their results. During the programs, the students are questioned to determine if they need assistance. When they do, loops built in to the computer program provide the appropriate instruction for performing the calculation. High School level.
Requires PET/CBM 64 and 16K. Set of Two Cassettes 20.00

Bluebook #COM-19026

EQUATION BALANCER **307**

Designed to balance virtually any inorganic chemical equation. You merely feed in the word equation and the computer will then establish a system of simultaneous equations in which the integer coefficients of the chemical reactants and products are the values to be determined. Using the method of Gaussian elimination, the computer attempts to solve the equation set. The program is generally successful in balancing the most complicated oxidation-reduction reactions. The word equations associated with ficticious chemical reactions may be entered into the computer and the results obtained are sometimes startling. For example: try to balance the following hypothetical equation:

Aluminum Sulphate + Iron (III) Carbide + Nitrogen + Carbon (IV) Oxide = (yields) Nitrogen (II) Oxide + Iron(II) Sulphide + Aluminum Ferrocyanide

Instructors modify standard reactions so that they can assign similar equations to various students. The equations are not identical and thus students cannot simply copy from each other.
Requires 32K or 64K Commodore Computer. When ordering please specify the computer by using the appropriate suffix: -32 or -64. If you are ordering the disk version, be certain to indicate the model number of your disk drive. **Disk or Cassette 60.00**

21000 • Communications

Also See Related Categories: 22000 Computer Science
38000 Graphics
76000 Utilities
90000 Networking

Bluebook #COM-21000

THE BULLETIN BOARD **1279**
A utility program to leave messages to business associates or family members alike. Just type in message and record for later access by others.
Requires: VIC-20 or Commodore 64.

Cassette 12.95

Bluebook #COM-21001

MA BELL **1279**
Through utilization of this program you will maintain a record of all of your phone calls together with the times spent on each. When first speaking, just press a button on the computer and the time of your call will be maintained for later input with name of caller and place of call. When the monthly bill arrives from the telephone company you'll be able to tell 'her' a thing or two. Stop those unauthorized calls and monitor your calls against your billing.
Requires: VIC-20 or Commodore 64.

Cassette 16.95

Bluebook #COM-21002

MORSE CODE TRAINER **1286**
A program for aspiring Amateur Radio Operators and oldtimers who want to learn or practice Morse Code. No problem in memorizing your code tapes, as characters are selected at random by the VIC-20 computer. You set the desired words/minute rate, any value to 35 wpm. Rate is controlled by your Hz power line frequency, so it is as accurate as an electric clock. It has been set to agree with the formula relating dots/second to words/minute given in the ARRL Handbook. You may also enter your own practice message of up to 50 character, and hear it at any speed (1-35 wpm). You may set a faster character rate, allowing you to hear the character as it will sound at the faster rate but with longer spacing.
Requires VIC-20 and 5K. **19.95**

Bluebook #COM-21003

THE SMART 64 TERMINAL [Release 1.20] **1350**
A flexible disk-based terminal emulator for the Commodore 64. Written in PETspeed compiled BASIC, the terminal program runs 20 to 30 times faster than PET BASIC. Operating characteristics are controlled by disk files containing user-defined parameters. These include: transmit/receive tables, modem control (fully implemented), user-ID/passwork, four user function keys, printer control (device number and open mode), and screen colors.
The Smart 63 terminal includes facilities for manipulating text and program files. The user may extract data from the download file into permanent files: direct disk commands are built-in for convenience! The extract function is also used to re-display the download file. Any text file may be reviewed and/or printed by simply renaming it. Download program text listings may be converted to EXECUTABLE BASIC programs. Similarly, BASIC programs can be converted to text format for eventual upload. Editor functions are performed by a user-supplied editor or word processor.
The product is supplied on cassette or disk. An extensive user guide is included. Also available is our direct-response service on the Commodore Bulletin Board of CompuServe. Microtechnic Solutions monitors the bulletin board each evening, and responds to questions within 24 hours. Users of the Smart 64 Terminal will receive bulletins and updates through CompuServe.
The Smart 64 Terminal is designed to accomodate the user who requires a flexible and comfortable terminal emulator that can perform error-free. The speed improvement provided by PETspeed means no drop-outs despite more extensive processing and no "idle" characters to slow down host transmission. Unlike many BASIC-program emulators, the Smart 64 Terminal user is never loaded out from transmitting when the host is sending a data stream. In addition, no garbage collection delays, which can mean lost data in BASIC programs. The user-controlled flexibility of the Smart 64 Terminal makes it adaptable to different communications environments. **Requires: Commodore 64, 1541 Disk Drive, Modem** **Disk 27.95**
Cassette 24.95

Bluebook #COM-21004

C64 MORSE **1123**
Use C64 as a CW keyboard keyer and automatic code reader (5-30WPM). Requires interface between radio and C64. Includes manual with documentation, instructions, home-brew interface schematic and I/O connector. 8-255 Char. Messages.
Requires Commodore 64. **19.95**

Bluebook #COM-21005

WAS RECORD **1123**
Maintain your worked all stated record with need/worked/confirmed status & call of station worked. Summary of worked and confirmed totals and printer routine. Saves your data on cassette tape.
Requires: Commodore 64 or VIC-20 **5.95**

Bluebook #COM-21006

WAZ RECORD **1123**
Maintain your worked all zones record with need/worked/confirmed status & call of station worked. Summary of worked and confirmed totals and printer routine. Saves your data on cassette tape.
Requires: Commodore 64 or VIC-20 **5.95**

Bluebook #COM-21007

DXCC RECORD **1123**
Maintain DXCC record with need/worked/confirmed status and call of station worked. Summary of worked and confirmed totals and printer routine. Saves your data on cassette tape.
Requires: Commodore 64 or VIC-20 **5.95**

Bluebook #COM-21008

VIC MORSE **1123**
Use VIC as a CW keyboard keyer and automatic code reader (5-25WPM). Requires interface between radio and VIC. Includes manual with documentation, instruction, home-brew interface schematic and I/O connector.
Requires VIC-20. **19.95**

Bluebook #COM-21009

MORSE TRAINER **1123**
Use to learn morse code or to increase your speed. Has lesson, test, code groups & more.
Requires: VIC-20 and 8K memory expander **7.95**

Bluebook #COM-21010

VIC RTTY **1123**
Turn your VIC-20 into a RTTY terminal. Features include split screen operation (compose your reply in a special text buffer while receiving marquee style), four 255 character user defined messages, 60, 66, 75, and 100 WPM BAUDOT speeds, morse code ID, RTTY ID (his call and yours), RTTY CQ message, special UNSHIFT ON SPACE option - 15 different functions and controls in all! Manual includes instructions on how to modify software for your call and special 'permanent' messages. Hardware manual included with various interface designs (RS-232, TTL, current loop, etc. (as well as information on homebrew and commercial modulator/demodulators.
Requires VIC-20 computer with 8K memory expansion, recorder, and VIC-to-Radio interface [RTTY terminal unit and interface]. Interface requires some construction ranging from simple 1 IC TTL interface to multi-IC MODULATOR/demodulator [for completely home-brew terminal]. Connection to VIC is through the USER I/O Port. Package includes software on cassette, software and hardware manuals, and I/O edge connector. Specify type of computer. **24.95**

Bluebook #COM-21011

MORSE CODE **1123**
Let VIC help you learn the morse code or improve your speed with automatic or keyboard char. generation.
Requires: VIC-20 **4.95**

Bluebook #COM-21012

5B WAS RECORD **1123**
Maintain your 5 band was record with need/worked/confirmed status. Summary & print routine.
Requires: VIC-20 and 3K memory expander **7.95**

Bluebook #COM-21013

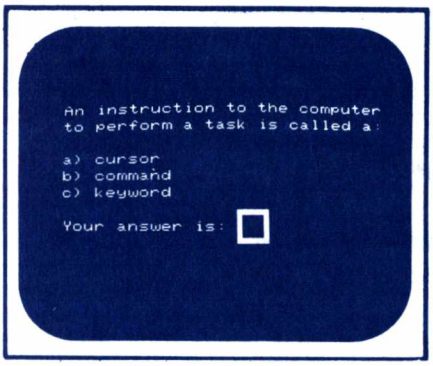
5BWAZ RECORD **1123**
Maintain you 5 band WAZ record with need/worked/confirmed status. Summary & Print routine.
Requires: VIC-20 and 3K memory expander **7.95**

Bluebook #COM-21014

5BDXCC RECORD **1123**
Maintain your 5 band DXCC record with need/worked/confirmed status. Summary & print routine.
Requires: VIC-20 and 16K memory expander **7.95**

22000 • Computer Science

Also See Related Categories: 21000 Communications
24000 Data Base Management
38000 Graphics
76000 Utilities



Bluebook #COM-22000

COMPUTER LITERACY INSTRUCTIONAL PROGRAM **1016**

By Ann Edson M.Ed. and Amy McComb M.S. Developed and tested during a series of inservice courses in computer literacy, this program is designed for use by teachers, administrators, and other school-related personnel as individuals or in small groups. The step-by-step, self-paced format provides the users with hands-on experiences using drill and practice, tutorials, simulation, testing, and evaluation on the microcomputer. After mastering the CLIP program, someone who has never used a microcomputer before will be able to set up an in-class or media center program for students to use the microcomputer as a learning tool.

Lessons include:

- Introduction: Language, Booting, the Keyboard
- The computer as a calculator.
- Instruction via the Microcomputer: drill and practice, tutorial simulation.
- Setting up and managing the microcomputer facility—including management of a classroom, resource room or library; scheduling, support material, and record-keeping.
- Selection and evaluation of software

CLIP can be used in large or small segments and reviewed and reused as often as necessary for the user to attain Computer Literacy. **1 Disk 59.00**

Bluebook #COM-22001

STEP BY STEP **006**

A beginner's course in how to program in BASIC.
Requires Pet or 64. **Disk 59.95**
Cassette 49.95

Bluebook #COM-22002

KIDSTUFF **1124**

A fun way to introduce computer programming to novices, 7 years old thru adult using TURTLE GRAPHICS on your Commodore PET or CBM computer. You program the "turtle" to draw, jump, and turn; and while you do, you learn about computers. Type in the program instructions; then RUN your program and watch while the turtle draws along the programmed course. Follow along in the extensive Kidstuff Instruction Guide and learn about syntax, sequencing, loops, nested loops, subroutines and procedures, variables, editing, "bugs," and much more! A Super Way to Develop Problem Solving Skills! Save Kidstuff programs on cassette or disk so that you can LOAD them at a later date. If you have a printer, you can also print out a listing of your kidstuff program and the picture that it drew. You can "teach" the computer to understand instructions of your own invention, and then use those instructions to invent others. If your computer has sound installed, you can also program the turtle to play sounds or music by specifying the pitch and length of each note. Imagine.. you can learn about subroutines by programming musical refrains!

The PET version works on all ROMs. All disk orders will be 4040/2031 format unless otherwise specified. If in doubt, give the model number of your disk drive. Specify PET or CBM 8032

Cassette 59.95
Disk 69.95

Bluebook #COM-22003

TURTLE GRAPHICS **1243**
By David Malmberg
The ideal way for computer novices to learn programming. It is a fun, easy-to-use computer language that lets even beginners master the computer in just a few minutes. By telling an imaginary turtle how to roam about the VIC-20 screen, you can create colorful and artistic pictures, while painlessly learning all the basics of programming. Turtle Graphics has over 30 different commands including those for color, sound, motion, logical conditions, calculations, branching and subroutines. The 72-page instruction manual contains three easy lessons and references that provide everything you need to write useful computer programs. Turtle Graphics is menu-driven for easy use and has a trace mode to help beginners follow the logic of the program one step at a time.
Requires VIC-20 **39.95**

Bluebook #COM-22004

TURTLE GRAPHICS II **1243**
An advanced version of David Malmberg's Turtle Graphics which utilizes the full graphic features of the Commodore 64. Create colorful and artistic pictures while painlessly learning all the basics of programming. **Requires Commodore 64.** **59.95**

Bluebook #COM-22005

SNAIL **1141**
Provides a conceptual introduction to the idea of programming a computer. Third graders and above can experiment with entering directions through the keyboard that control movement of a snail on the screen. An increased level of sophistication allows students to teach the snail patterns of movement to be executed with a single command. SNAIL allows for creative individuality while providing valuable computer and non-computer problem solving practice. SNAIL can also be used for simple geometric shape relationships. A teacher's guide with documentation is included. (Counts as two programs in our price structure.)
Requires: 16K PET or Commodore 64

Bluebook #COM-22006

BLT **1141**
Our Basic Language Tutor is for anyone hungry to learn the simplest programming concepts and gain a fundamental understanding of the commands involved: RUN, LIST, PRINT, FOR-NEXT, IF-THEN, GOTO, END, and REM. Beginning concepts of program flow, programmed cursor movement, variables, and variable program control are developed. An evaluation of student comprehension is included.
Requires 16K Pet.

Bluebook #COM-22007

SYNTACTICALLY PERFECT-SERIES 1 **1141**
This game format provides a challenge for the programming student. It requires thought on the syntax and use of the range of Basic commands. Areas of common mistakes and illogical combinations of commands are explored while creative thinking on the use of Basic is developed. Top scores are recorded. Covers aspects of data handling, variables, and programmed cursor movements. Utilizes the commands:PRINT, SPC, TAB, LEFT$, RIGHT$, MID$, VAL, INT, and STR$.
Requires 16K Pet.

Bluebook #COM-22008

SYNTACTICALLY PERFECT-SERIES 2 **1141**
Covers aspects of looping and subroutines. Utilizes the commands: GOSUB, ON-GOSUB, GOTO, ON-GOTO, IF-ELSE, FOR-NEXT.
Requires 16K Pet.

Bluebook #COM-22009

SYNTACTICALLY PERFECT-SERIES 3 **1141**
Covers aspects of input/output techniques including variable arrays. Utilizes the commands: GET, DIM, RND, DATA, READ, CHR$, ASC, INPUT.
Requires 16K Pet.

Bluebook #COM-22010

DEBUGGER PRO SERIES-SERIES 1 **1141**
Each tape presents a short one or two screen program containing 10 errors for the student to debug. Debugging tips, an outline of program content and flow, a demonstration of the working program, and instruction on how to correct the student program are given. Programs each contain a useful programming concept and require the student to study and develop a working understanding of it.
Random Rectangles: uses PRINT' with programmed cursor movements, INT, RND, LEFT$, FOR-NEXT, IF-THEN, and presents simple looping and variable usage.
Requires 8K Pet.

Bluebook #COM-22011

DEBUGGER PRO SERIES-SERIES 2 **1141**
Digital Clock: uses PRINT with programmed cursor movements, TI$, VAL, MID$, ON-GOTO, IF-THEN, FOR-NEXT, and presents looping using changing variables to control the display. Message Senter: uses GET$, PRINT with programmed cursor movements, FOR-NEXT timing loops, IF-THEN, and presents timing cycles with GET and a simple scroll.
Requires 8K Pet

Bluebook #COM-22012

DEBUGGER PRO SERIES-SERIES 3 **1141**
Helicopter: uses GOSUB, PRINT, ON-GOTO, IF-THEN, FOR-NEXT, LEFT$, ON-GOSUB, RETURN, INT, RND, and presents graphic movements using subroutines.
Requires 8K Pet.

Bluebook #COM-22013

DEBUGGER PRO SERIES-SERIES 4 **1141**
Phone List: uses DIM, READ, DATA, FOR-NEXT, IF-THEN, Tabular PRINT, and presents arrays, sorting, and data printing.
Requires 8K Pet.

Bluebook #COM-22014

DEBUGGER PRO SERIES-SERIES 5 **1141**
Puzzle: uses PRINT, LEFT$, SPC, FOR-NEXT, CLR, IF-THEN, INT, RND, VAL, GET$, and presents simple interactive programming.
Requires 8K Pet.

Bluebook #COM-22015

HOW TO PROGRAM IN THE BASIC LANGUAGE **438**
Software on disks or cassettes parallels chapters in the student workbook. The workbook acts as reinforcement for learning. Programming background is not required. This software and workbook combination gives the student step-by-step learning of Basic programming.
The available student/teacher instructional documentation for the use of this program includes activity/worksheets, program operating instructions, teacher's guide and student workbook.
No previous computer knowledge is required; clear and simple presentation of topics; accompanying student workbook reinforces learning; tutorial nature of the programs makes learning fun.
Grade Level: 6-14 and Teachers.
Requires Pet 2000 or 4000 Series or the Commodore 64, and 32K. One Set of 14 Disks Or Cassettes 74.95

Bluebook #COM-22016

INTRODUCTION TO BASIC I **1343**
A teaching tool which guides the user from the "beginner" stage to a medium level of proficiency in BASIC I programming. Designed for the first time user and includes self tests which allow the new programmer to measure his progress. **Requires: Commodore 64** **24.95**

Bluebook #COM-22017

GORTEK and the MICROCHIPS **1343**
A teaching program for children and adults. This computer orientation package includes software and a four color text. A science fiction story that teaches the learner how to use his computer, and how to program while having fun. **Requires: Commodore 64** **24.95**

24000 • Data Base Management

Also See Related Categories: 44000 Inventory
50000 Mailing Lists
76000 Utilities

Bluebook #COM-24000

FILE-FAX [DATA BASE MANAGEMENT SYSTEM] 1028

A user-friendly, visually-oriented data base system. You can specify the information you want to keep track of right on your computer screen, and design your format exactly as you want it to appear. FILE-FAX has a built-in editor that allows you to create a "form" right on your screen, entering and displaying all the information you need. You specify the types of data, as well—such as dollars and cents, alphanumeric information, yes or no answers, and so on. Once you enter your information, FILE-FAX will automatically format it to your specifications and create whatever disks are necessary to store it on. No complicated calculations are necessary; FILE-FAX performs all operations automatically. When your data base is established, you can enter, retrieve, delete, or change information readily. Conventional filing systems employed by most businesses organize their paper contents by a specific reference point, such as the last name of the person or company you are dealing with. With FILE-FAX, you can search through your data for sets of records using various criteria, such as matching particular names, letters, or amounts; numbers within a certain range; names between certain letter designations; cities, states, or zip codes. For example, you can file—and retrieve—inventory information by the name of a particular part. But if the name eludes you, FILE-FAX can search for that same information by the part number, or the vendor you bought it from, or the customer you sold it to. Also contains a built-in report generator, which permits you to print out your information on your screen or on paper. Again, you can specify the exact manner or format in which you want your "hard copy" to appear—where on the page you want report titles, page numbers, data base information, informational messages, subtotals and totals. Your report, like your data base, can be altered at will. When your report is printed, the data base items can appear in the alphabetical order in which they are automatically saved by FILE-FAX, or they can be printed out in any manner you specify—up to an eight level sort. This means that a mailing list, for example, could be printed out alphabetically by country, state, county, city, township, or village; or numerically by zip code. Or that any other report you need can be automatically sorted in whatever manner is most useful to you. FILE-FAX will retrieve, for example, all persons named Johnson residing in a particular city. Or all Johnsons living on a particular street in a particular city. But FILE-FAX also features an in-field search capability—it can search for a string of characters located anywhere within a field within your database. To illustrate one way of using this, FILE-FAX will search for all names ending in "son"—should you be uncertain whether the name you are looking for is Johnson, or Robinson, or Lewison. Help is always available, not only through the step-by-step, comprehensive manual that accompanies each program. The press of a single key, at any point in the program, will display an appropriate help screen on your monitor. In addition, a pocket reference guide is included that contains all the FILE-FAX command keys and tells what each key is used for.

FEATURES:

- Can create up to 31 fields per record
- Record size limited only by the size of your screen.
- Will search for a record based on any field, or part of a field.
- Has the capability to search for a record based on a range—such as "greater than," "less than," "greater than or equal to," or "less than or equal to." And it can do so for any field or part of a field.
- Will total and subtotal for valid numeric fields.
- Can store multiple records with the same primary key
- Completely memory based; once the program is loaded you need never swap a disk.
- A comprehensive tutorial leads the user through all phases of the program.
- Database file can span disk drives.
- Up to an 8-level sort can be defined at any time.
- Optional suppression of trailing spaces on fields for the printing of mailing labels.
- Help screens available throughout the program.
- Built-in report generator.
- New data disks are formatted automatically. You never need to initialize a new disk.

Minimum Requirements: 64K RAM and 1 Disk Drive. A printer is recommended for the printing of reports.

Bluebook #COM-24001

FAS-FILE **0946**

Combining user definable record formats, easy to use fill-in-the-form input, a powerful select and user definable reports in a single package, Fas-File can be used to store and quickly retrieve any information. A single interactive program is used to custom design both the format of the records in the file and the input form which the program user will see when entering data. A record may contain up to 36 different fields totaling over 500 bytes of data. In addition, more than 100 keywords may be used to cross reference each record. Up to eight of the fields in the record may be indexed to speed the retrieval of information. The select program has a prompted 'Card Catalogue' select and a sophisticated query language. The Card Catalogue select leads the user through the easy process of selecting records. Records may be selected using the contents of any data field. When a select is being performed using indexed data, the select program will use the index file to locate the information speeding the select process. After records have been selected, additional selects may be performed to further pinpoint the desired information. The records selected can be sorted before being printed. Fas-File supports two different report formats at any time. Both report formats are designed in an interactive program and either format may be specified when using the select program. Written USCD Pascal.

Requires Commodore 64. **145.00**

Bluebook #COM-24002

PFAS THE ISAM FOR PASCAL **0946**

A set of routines written in Pascal which allow programmers to access data/records by a primary key and any number of secondary keys. PFAS will work on any computer with the UCSD p-System or with CP/M and Pascal MT. Supports the standard I/O functions of an ISAM including initializing an index, reading and updating records randomly by a primary key or any of the secondary keys, reading records sequentially or reverse sequentially by key and adding or deleting records by key. In addition to the standard functions, PFAS also supports variable length records, reading records by partial key, recovery of space when records are deleted and getting the key from the index. The indexed file implemented by PFAS is a B plus tree which ensures fast retrieval, insertion and deletion of records without file reorganization. PFAS is distributed as an object code library. No modifictions have to be made to PFAS before it can be used, and PFAS uses the standard Pascal file definitions. After your program is written and compiled you link your program to PFAS and you are ready to use Indexed files. All PFAS functions are simple Pascal function calls. You pass PFAS the file you wish to access, the key, and any other needed parameters and PFAS does the rest. Disk I/O is buffered using a buffer area supplied by your program and the record is read into or written from the file widow variable. A B plus tree is a method of indexing data which ensures a short acess path without the reorganization of the index. Each index record in a B plus tree is similar to a branch on a living tree, in that it divides the file into 30, 40 or more smaller sections. Just as a branch may have more branches coming from it, the smaller sections of the file may be additional index or data records. Typically, PFAS need only read two or three index records to find the data record. As records are added to or deleted from your file, PFAS maintains the balance of the index to keep the same short access path to every data record. This short access path is the same regardless of how often records are added or deleted.

FEATURES:

- Portability. The UCSD p-System version is written totally in UCSD Pascal and contains no assembly language.
- Multiple key access.
- Uses a B-plus tree index.
- Unlimited record length.
- Unlimited file size.
- Variable length records.
- Wild card search.
- High speed. The fastest ISAM available. PFAS can find and read records in less than half a second on floppy disk systems.

Technical Specifications and System Requirements-Processor-Commodore: Operating System-UCSD IV.0, CP/M, with Pascal, MT plus, Maximum Key Length-248 Bytes, Maximum File Size-Unlimited, Number of Records-16M bytes, Maximum Number of Keys-limited by user data space, Memory Needed, 3K.

200.00

Bluebook#COM-24003

ALPHA-PET **1140**

Sort, select or file names in your CBM disk directory into ascending or decending alpha-numeric order. Ideal for using your CBM system as an electronic filing cabinet. Sort your word processing documents and programs into groups by topic and date. **Disk 59.95**

Bluebook #COM-24004

THE CLUB LISTER **1279**

If you're the secretary of an organization, club, or church, then this program is catered to your needs. Maintains a list of members, addresses, phone

24000 • Data Base Management

numbers, and dues information including whether their dues are paid up to date or not.
Requires: VIC-20 or Commodore 64, Printer Optional.
Cassette 14.95

Bluebook #COM-24005

THE TAPE GENI **1279**
A program to keep a record of all your computer programs. No more fumbling around to remember where your programs are stored or running your tapes to find a particular program. A great organizer too! Information as to tape number, counter number, name of program, and type of program is recorded.
Requires: VIC-20 or Commodore 64, Printer Optional .
Cassette 12.95

Bluebook #COM-24006

THE TAPE WORM **1279**
Losing track of your many cassettes or phonograph records? Then get off the beaten track and set things straight. Helps you organize what tapes or records you have. Total record recall or specific recall by name of singer or similar key word.
Requires: VIC-20 or Commodore 64.
Cassette 12.95

Bluebook #COM-24007

EASYFILE 64 **1343**
A database product that allows the user to define the data he wishes to keep track of, how it looks on the screen, and his ability to enter and retrieve that data with editing and selective criteria. FEATURES:
- Simple instructions and "on-line" help functions.
- Individual field editing on entry to prevent bad data from being entered into the system.
- Ability to add, change, delete, report on and search for the data in any manner required.
- The program is memory resident, so the entire disk is free for data.
- Sorting of the data may be accomplished with up to eight levels of dependence.
- An adaptation of the popular software product called FILEFAX.

Requires: Commodore 64, 1541 Disk Drive **99.95**

Bluebook #COM-24008

MEDIA REGISTER **1347**
Ideal for filing data on your computer. The information may be later printed to the screen or to a printer.
Requires: Commodore 64, DATASSETTE, and 1525 printer **16.95**

27000 • Electronics

Also See Related Categories: 21000 Communications
22000 Computer Science
30000 Engineering
62000 Physics

Bluebook #COM-27000

SERIES CIRCUIT ANALYSIS **307**
Generates a series of questions dealing with the analysis of a circuit consisting of three resistors and a battery. The concepts or resistance, potential difference, and power are thus reviewed.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-27001

PARALLEL CIRCUIT ANALYSIS **307**
Generates a series of questions dealing with the analysis of a paralled circuit consisting of three resistors and a battery. The concepts of resistance, potential difference, and power are thus reviewed.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-27002

SERIES/PARALLEL CIRCUIT ANALYSIS **307**
Generates a series of questions dealing with the analysis of a circuit in which a single resistor is in series with a parallel combination of two resistors.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-27003

FARADAY'S LAW **307**
Generates a series of questions dealing with the analysis of an electrolytic solution.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-27004

FORMULAS **1123**
Ham and electronics formulas. Calculates OHM'S Law, Parallel & Series Resistance' Capitance & inductance.
Requires: VIC-20 **5.95**

28000 • Elementary Mathematics

Also See Related Categories: 11000 Advanced Mathematics
33000 Financial
60000 Personal Finance
72000 Statistics

Bluebook #COM-28000

READ AND SOLVE MATH PROBLEMS **1016**

By Ann Edson, M.Ed., and Allan A. Schwartz M.A.
A progressive tutorial and drill program that teaches your students the important elements of word problems and the conversion of written problems to number problems. The program allows interaction between the student and the computer, provides reinforcement of all concepts, and reteaching where necessary. Interesting animated graphics reward the student when he/she is correct. The program is self-scoring and will not allow the student to progress to higher level concepts until the previous lesson has been mastered. Programs include:

- Key words in addition problems
- Key words in subtraction or addition problems
- Writing equations
- Using equations to solve addition or subtraction problems
- More addition and subtraction problems
- Using equations to solve multiplication, addition, and subtraction problems
- More multiplication, addition, and subtraction problems
- Using equations to solve division, multiplication, addition and subtraction problems.
- More division, multiplication, addition, and subtraction problems.
- Problems without numbers

Included with the program are 10 reproducible activity masters to reinforce concepts and 4 reproducible activity masters for a pre and post test. Grades 4-6, Remedial Secondary.

5 Cassettes 78.00
2 Disks 85.00

Bluebook #COM-28001

MATH BASEBALL **1016**

By Dick Panneitz, M.S.
A baseball game format is used to motivate the student to do the repetitive drill and practice problems necessary to build addition, subtraction, multiplication, and division skills. To play, the student must correctly answer arithmetic problems. Each correct answer is a hit, and each incorrect answer is an out. The more difficult the question, the better the hit (double, triple, homerun). The program is designed so that two students can play each other, or a single student can play against the computer. Levels 2-6, Remedial Secondary.

Cassette 19.95
Disk 24.95

Bluebook #COM-28002

MATH INVADERS **1016**

By Robert Kassel and Richard Rothenberg, Ph.D.
This program presents arithmetic drills as a motivational and familiar game format. The computer places problems on the screen which move downward toward the student's spaceship. The student must move the spaceship under the problem and type the correct answer to shoot down the problem. This approach makes repetitive drill and practice work fun. The drills include addition, subtraction, multiplication, and division problems. The student may choose the type of operation. All of the problems are randomly generated by the computer. The computer keeps track of scores so that students may play against each other or alone.

Cassette 16.95
Disk 19.95

Bluebook #COM-28003

ADDITION AND SUBTRACTION OF WHOLE NUMBERS **1016**

These individualized programs will not only enhance your students basic math skills, but will also be a motivational tool to help teachers generate interest in math for poor, as well as average students. Because these programs make full use of the computer graphics capability, students find the lessons fun to use. Even reluctant students become eager to begin class. In each program, the student or teacher can choose from a wide range of examples and levels of difficulty so that every program contains several lessons. All the examples

given are randomly chosen by the computer, yet all examples are within specific ranges of difficulty. In programs that involve examples with more than one step (for example, Fractions), the student is guided through each example and can't continue until each step is done correctly. These programs take the boredom out of math drills! The students enjoy the "rewards," which are bold graphics, given for correct answers. The computer relates to each student by name which personalizes the lessons. Most important—students respond with enthusiasm and learn!

Cassette 15.95

Bluebook #COM-28004

MULTIPLICATION AND DIVISION OF WHOLE NUMBERS 1016 **Cassette 15.95**

Bluebook #COM-28005

TABLES 1 - 12, ADDITION, SUBTRACTION, MULTIPLICATION, DIVISION 1016 **Cassette 15.95**

Bluebook #COM-28006

ROUNDING OFF NUMBERS 1016 **Cassette 15.95**

Bluebook #COM-28007

FRACTIONS - ADDITION AND SUBTRACTION 1016 **Cassette 15.95**

Bluebook #COM-28008

FRACTIONS - MULTIPLICATION AND DIVISION 1016 **Cassette 15.95**

Bluebook #COM-28009

DECIMALS - ADDITION, SUBTRACTION, MULTIPLICATION, DIVISION 1016 **Cassette 15.95**

Bluebook #COM-28010

GRAPHS AND MEAN/MEDIAN AND MODE 1016 **Cassette 15.95**

Bluebook #COM-28011

CONVERTING FRACTIONS AND PERCENTS 1016 **Cassette 15.95**

Bluebook #COM-28012

PERCENT WORD PROBLEMS 1016 **Cassette 15.95**

Bluebook #COM-28013

AREA/PERIMETER/CIRCUMFERENCE 1016 **Cassette 15.95**

Bluebook #COM-28014

LINEAR MEASUREMENT 1016 **Cassette 15.95**

Bluebook #COM-28015

ADDITION/SUBTRACTION/MULTIPLICATION AND DIVISION OF WHOLE NUMBERS 1016 **Disk 39.95**

Bluebook #COM-28016

TABLES 1 - 12 AND ROUNDING OFF NUMBERS 1016 **Disk 39.95**

Bluebook #COM-28017

FRACTIONS - ADDITION/SUBTRACTION/MULTIPLICATION AND DIVISION 1016 **Disk 39.95**

Bluebook #COM-28018

DECIMALS AND GRAPHS AND MEAN/MEDIAN/MODE 1016 **Disk 39.95**

Bluebook #COM-28019

CONVERTING FRACTIONS AND PERCENTS AND PERCENT WORD PROBLEMS 1016 **Disk 39.95**

Bluebook #COM-28020

AREA/PERIMETER/CIRCUMFERENCE AND LINEAR MEASUREMENT **1016**
Disk 39.95

Bluebook #COM-28021

LONG DIVISION **1016**
By Philip E. Hessemer.
Using a tutorial and drill approach, this program teaches, practices, reviews, and reinforces the learning of long division principles. A series of correct answers is rewarded with animated graphics. If the student makes an error, however, the program branches to show the steps in solving the problem. Then similar problems are generated until the process is mastered. The computer program provides a patient, interesting, and non-judgemental way of teaching long division. Reproducible activity sheets are included to supplement the computer work. Junior-Senior high school.
Cassette 16.95
Disk 19.95

Bluebook #COM-28022

PERCENTAGES **1016**
By Philip E. Hessemer.
This series of programs provides both instruction and reinforcement in solving percent problems. The programs utilize both tutorial and drill formats to develop skill in percent conversion and computation. All problems given are randomly selected by the computer.
INTRODUCTION TO PERCENT - This program involves rewriting a decimal as a percent and a percent as a decimal.
FRACTIONS AS A PERCENT - This program explains and provides practice in rewriting fractions as a percent.
FINDING A PERCENT OF A NUMBER - The instruction and practice from the previous programs are used to find a percent of a given number.
Junior-Senior High School.
Three Programs on Disk 45.00

Bluebook #COM-28023

INTRODUCTION TO PERCENT **1016**
Involves rewriting a decimal as a percent and a percent as a decimal. **Cassette 15.95**

Bluebook #COM-28024

FRACTIONS AS A PERCENT **1016**
Explains and provides practice in rewriting fractions as a percent. **Cassette 15.95**

Bluebook #COM-28025

FINDING A PERCENT OF A NUMBER **1016**
Instruction and practice to find a percent of a given number. **Cassette 15.95**

Bluebook #COM-28026

INTRODUCTION TO MATHEMATICS ON THE COMPUTER **1016**
By Harry Finkelstein and Frank A. Russo
This program was designed to help slow learners and learning disabled students increase their mathematical abilities by decreasing the distractibility factor and increasing the students' interest. This program covers addition, subtraction, multiplication, and division. Each area has six levels of difficulty. The student makes his/her own choice. Each area has twenty randomly selected problems. If the student gets the problem wrong twice, the computer is programmed to show the same problem as a word problem. This is a self-scoring program. When the student gets 85% correct, the computer will allow the student to go on to the next area. If the area is complete, it will go up to the next level of difficulty. The only prerequisite for the student is that he/she must be taught to type in RUN and to press the ENTER key. The program runs itself.
Math level 1.5-4.0, Reading level 2, Slow Learners, LD
Cassette 34.95
Disk 39.95

Bluebook #COM-28027

INTRODUCTION TO DECIMALS ON THE COMPUTER **1016**
By Harry Finkelstein and Frank A. Russo
This program is modeled on INTRODUCTION TO MATHEMATICS ON THE COMPUTER, except that it deals with decimals. It covers addition, subtraction, multiplication, and division of decimals. Each area has six levels of difficulty.
Math Level 2-5, Reading Level 3, Slow Learners, LD
Cassette 34.95
Disk 39.95

28000 • Elementary Mathematics

Bluebook #COM-28028

MISSING MATH FACTS **1016**
By Robert Williams
Contains addition, subtraction, multiplication, and division examples on four levels of ascending difficulty. The student chooses the level he/she wishes to work on (level 1, 2, 3, or 4). Each example is presented with the answer, but missing another component. The student must figure out what the missing number is. Correct answers are "rewarded." If the student is unable to give the correct answer by the third try, the complete problem with the answer is displayed. Students may need paper and pencil to work out the problems, especially at the higher levels.
Grades 3-6, Remedial Secondary. **Cassette 34.95**
Disk 39.95

Bluebook #COM-28029

SPACE JOURNEY **1093**
An entertaining educational program. By answering questions dealing with fractions, decimals, and percentages, you commandeer a space ship to distant planets or intercept different meteors. **16K.** **44.95**

Bluebook #COM-28030

PICTURE PARTS **1093**
An entertaining educational program dealing with various mathematical operations. With each correct response, the player can create a funny face by choosing different parts and putting them together. **16K.** **44.95**

Bluebook #COM-28031

JUNIOR HIGH MATH I **307**
15 programs.
Specify Pet or 64. **Disk 200.00**

Bluebook #COM-28032

MAGIC SQUARES **307**
Randomly generates 3 x 3 magic squares. The values of 6 of the 9 elements will be displayed and the student is required to compute the values of the other three elements. Junior high school.
Specify PET/CBM or 64. **25.00**

Bluebook #COM-28033

MULTIPLICATION **307**
Deals with simple multiplication problems of whole numbers. Junior high school.
Specify PET/CBM or 64. **25.00**

Bluebook #COM-28034

DIVISION **307**
Deals with simple division problems involving two to seven digit integers. Junior high school.
Specify PET/CBM or 64. **25.00**

Bluebook #COM-28035

MODULAR ARITHMETIC **307**
Deals with addition, subtraction, and multiplication problems in randomly generated modular systems. Junior high school.
Specify PET/CBM or 64. **25.00**

Bluebook #COM-28036

PROPORTION PROBLEMS **307**
Deals with proportional relationships of the type: $X/a = b/c$. Junior high school.
Specify PET/CBM or 64. **25.00**

Bluebook #COM-28037

PERCENT PROBLEMS **307**
Deals with the solution of verbal problems involving percent. Junior high school.
Specify PET/CBM or 64. **25.00**

Bluebook #COM-28038

ADDITION OF FRACTIONS **307**
Deals with the addition of randomly generated fractions. Junior high school.
Specify PET/CBM or 64. **25.00**

Bluebook #COM-28039

SUBTRACTION OF FRACTIONS **307**
Junior high school.
Specify PET/CBM or 64. **25.00**

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Bluebook #COM-28040

MULTIPLICATION OF FRACTIONS **307**
Junior high school.
Specify PET/CBM or 64. **25.00**

Bluebook #COM-28041

DIVISION OF FRACTIONS **307**
Junior high school.
Specify PET/CBM or 64. **25.00**

Bluebook #COM-28042

MODE/MEDIAN/MEAN **307**
Deals with the statistical analysis of a table of randomly generated data. Student must determine the greatest, smallest, and range of values, as well as the mode, median, and mean. Junior high school.
Specify PET/CBM or 64. **25.00**

Bluebook #COM-28043

BAR GRAPH ANALYSIS **307**
Deals with the analysis of a bar graph displaying randomly generated data. Junior high school.
Specify PET/CBM or 64. **25.00**

Bluebook #COM-28044

DECIMALS I **307**
Deals with the addition and subtraction of numerical values which may have one, two, or three places to the right of the decimal point. Junior high school.
Specify PET/CBM or 64. **25.00**

Bluebook #COM-28045

DECIMALS II **307**
Deals with the multiplication and division of decimals. Junior high school.
Specify PET/CBM or 64. **25.00**

Bluebook #COM-28046

VERBAL PROBLEMS I: NUMERICAL RELATIONSHIPS **307**
Deals with the solution of verbal problems involving simple numerical relationships. Junior high school.
Specify PET/CBM or 64. **25.00**

Bluebook #COM-28047

MISSILE MATH **307**
Program presents in a game format, an opportunity for youngsters (ages 5-15) to practice and develop the basic skills of addition, subtraction, multiplication, and division. Four levels of difficulty in each skill area may be selected. Problems in a given skill are randomly generated and missiles are launched at correct answers. The computer displays the results on each program run and may be directed to generate the same sequence of problems so that review and 'match play' (against an opponent) are possible.
Requires VIC-20 with 3K Expansion Cartridge. Cassette 15.00

Bluebook #COM-28048

DECIMALS **659**
This set of 16 highly interactive programs presents the concepts of decimals in a carefully designed sequence. Each topic introduces a concept and gives the student practice problems in a tutorial Part A program. In Part B students are able to extend their understanding of the concepts through a game or enrichment activity. Each topic takes from 20 to 30 minutes to run. The student must continually think, make decisions, answer questions and give the computer problems to work during each step of the learning process. The programs do more than provide drill practice; they introduce, reinforce and extend the basic mathematics concepts. These programs are designed for middle school or abled upper elementary students. They are also useful for adults who need to review fundamentals. The programs are individually paced and provide choices of difficulty and speed of presentation. A teacher's manual is provided.
Requires: Pet 16K **Disk or Cassette 120.00**

Bluebook #COM-28049

ARITH-MAGIC **659**
This set of three highly interactive programs present motivated practice in whole number operations along with an exploration of concepts. The programs include DIFFY—the case of the disappearing difference, TRIPUZ—an addition or multiplication puzzle, and MAGIC SQUARE—an exploration of patterns. The three games designed for gr. 2-9 make learning math fun while strengthening addition, subtraction, and multiplication skills. The programs offer different levels of difficulty and provide exercises in logic and problem solving.
Requires 16K Pet. **Disk or Cassette 35.00**

Bluebook #COM-28050

FACTORING WHOLE NUMBERS **659**
This set of 12 highly interactive programs presents the concepts of factoring in a carefully designed sequence. An understanding of factoring is a prerequisite for meaningful work with fractions as well as algebraic expressions. Each topic introduces a concept and gives the student practice problems in a tutorial Part A program. In Part B students are able to extend their understanding of the concepts through a game or enrichment activity. Each topic takes from 20 to 30 minutes to run. These programs are designed for middle school or able upper elementary students. They are also useful for adults who need to review fundamentals. The programs are individually paced and provide choices of difficulty and speed of presentation. A teacher's manual is provided.
Requires 16K Pet. **Disk or Cassette 90.00**

Bluebook #COM-28051

FRACTIONS **659**
This set of 24 highly interactive programs presents the concepts of fractions in a carefully designed sequence. Each topic introduces a concept and gives the student practice problems in a tutorial Part A program. In Part B students are able to extend their understanding of the concepts through a game or enrichment activity. Each topic takes from 20 to 30 minutes to run. These programs are designed for middle school or able upper elementary students. They are also useful for adults who need to review fundamentals. The programs are individually paced and provide choices of difficulty and speed of presentation. A teacher's manual is provided.
Requires: Pet 16K **Disk or Cassette 175.00**

Bluebook #COM-28052

MATCHING AND USING NUMBERS **914**
In separate sections, the concepts of matching graphic symbols with numerals are introduced. The program is divided into three sections so the student can progress from one to another as each skill is mastered.
Requires : Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-28053

ADDITION AND SUBTRACTION **914**
Children are introduced to the basic concepts of adding things together. Then, examples are introduced. Simple examples with student typing in correct answers (and computer correcting errors), as well as offering motivation for correct answers are included in this program.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-28054

SIMPLE MULTIPLICATION AND DIVISION **914**
Student is introduced to the concepts of multiplying and dividing things, and then numbers. Simple examples are given.
Requires Commodore Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-28055

FRACTIONS **914**
Student is introduced to the concepts of fractions and is then given examples of doing arithmetic using fractions. Examples are random and incentives offered for getting correct answers.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-28056

MATCHING GEOMETRIC FIGURES **914**
Geometric figures are reproduced on the screen, facing in different directions. Student is shown how the figures are the same, regardless of the direction in which they face. Game, requiring accurate matching, helps motivate the student to pay attention and "find the match."
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-28057

SETS **914**
Introduces basic concepts of sets to the students and then provides examples of not only what they are but how they are used; how they relate to math and how they relate to "real life."
Requires Commodore Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-28058

MATH MEASUREMENTS **914**
A brief review of estimating common measures, as well as formulas for finding perimeters and areas. Graphics

will help the student understand volume and measurement of squares, triangles, circles, etc.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-28059

MULTIPLICATION AND DIVISION **914**
Student is introduced to basic multiplication facts (slight review), then is brought up to the fourth grade level. A random series of examples require answers to be typed in by student. Incorrect answers are corrected.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-28060

MATH DRILL **1123**
Flashcard addition, subtraction, multiplication and division, including sound and color.
Requires: VIC-20 **3.95**

Bluebook #COM-28061

ADDITION PROGRAM **1238**
These programs provide practice in all levels of addition, subtraction and multiplication. They take full advantage of the computer's capability to make drill-and-practice more enjoyable and educational. You select a level of problems, ranging from very simple to challenging, and the computer creates the problems. Problems are displayed vertically, answers are entered from right to left, carrying or regrouping can be marked,and errors can be erased, so the child can work the entire problem on the computer. Each child works at his own rate. The programs provide immediate feedback when the child completes an answer. Positive messages and graphics reinforce correct answers. Feedback for incorrect answers encourages the child to compare his answer to the correct one. Special features help maintain the child's attention. The programs provide easy-to-use menus for setting the level and number of the problems, the number of chances before the correct answer is displayed, and the time limit for each session.
Requires Pet with at least 8K RAM and 40-column display screen. **Cassette 19.95**
Disk 24.95

Say You Saw It
In The Blue Book!

Bluebook #COM-28062

SUBTRACTION PROGRAM **1238**
Requires PET with at least 8K RAM and 40-column display screen. **Cassette 19.95**
Disk 24.95

Bluebook #COM-28063

MULTIPLICATION PROGRAM **1238**
Requires PET with at least 16K RAM, 40 or 80 column screen. **Cassette 24.95**
Disk 29.95

Bluebook #COM-28064

MATH BID **1248**
Drill and practice problems in addition, subtraction, multiplication, or division are presented. A different choice can be made for each game. The difficulty level for each game can also be set. The unique feature of this program lies in the fact that it is an achievement motivation game. This is, before the computer gives a student a problem to solve, the student must make a bid on his/her ability to solve the problem. A player starts with fifty points, and wins the game when 1,000 points have been accumulated. The student then watches the Bad Math Monster get wiped out. (If the student does not know the answer, and types the question mark, the computer will give the answer.) Elementary level and up.
Requires Pet, VIC-20, or 64. **Disk or Cassette 7.95**

Bluebook #COM-28065

COUNT 'EM **1248**
From one to ten steam locomotives appear on the screen. Each problem presents a different number of locomotives. How many are there? If the student is right, a right answer locomotive chugs across the screen. If the student is wrong, a wrong answer locomotive falls apart. At the end of the lesson, the student's performance is summarized. (If the student does not know the answer, and types the question mark, the computer will give the answer.) Kindergarten and first grade.
Requires Pet, VIC-20, or 64. **Disk or Cassette 7.95**

Bluebook #COM-28066

STORY PROBLEMS IN ADDITION AND SUBTRACTION **1248**
The computer presents an assortment of story problems in addition and subtraction. Many of these are about a

Great Castle with lords and knights in some of its 103 rooms. Because the settings of these story problems are often repeated, the student cannot know simply on the basis what operations to perform. The student must read and understand what is being asked for before the problem can be correctly solved. At the end of each lesson, the student's performance is summarized. (If the student does not know the answer, and types the question mark, the computer will give the answer.) Elementary level.
Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-28067

WHAT NUMBER IS MISSING? **1248**
Digits from 1 to 9 appear in sequence on the screen. But one of the digits is missing. Which one? Each lesson consists of ten problems randomly presented. At the end of each lesson, the student's performance is summarized. If the student does not know the answer to a problem, typing the question mark will cause the right answer to be revealed. Kindergarten and first grade.
Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-28068

TARGET MATH **1248**
The learner selects problems in addition, subtraction, multiplication, or division at a difficulty level of his/her choice. A target area appears at the bottom of the screen, along with a math problem. When the learner types an answer, a plane flies over and a parachute jumper floats down over the landing strip. If the jumper hits the target area, the next problem is presented. If the learner's answer is too small, the jumper lands to the left of the target. If the learner's answer is too large, the jumper lands to the right of the target. The learner may terminate the lesson at any point. The learner's performance is then summarized according to the following categories: number of jumps, hit the target, missed the target, target area, difficulty level, and time used. Elementary level.
Requires Pet, VIC-20, or 64. **Disk or Cassette 7.95**

Bluebook #COM-28069

ADDING WITH OBJECTS **1248**
Each lesson presents ten randomly generated addition problems with sums up to twenty. Small diamond shapes representing the numbers to be added appear on the screen. If the learner's answer is wrong, the computer will give the right answer. If the learner presses the question mark, the computer will also give the right answer. At the end of each lesson, the learner's performance is summarized. Primary grades.
Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-28070

SUBTRACTING WITH OBJECTS **1248**
Each lesson presents ten randomly generated subtraction problems with numbers from one to ten being subtracted from each other. Small arrows and diamond shapes represent this operation. If the learner's answer is wrong, the computer will give the right answer. If the learner presses the question mark, the computer will also give the right answer. At the end of each lesson, the learner's performance is summarized. Primary grades.
Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-28071

WORKING WITH BASIC ADDITION FACTS **1248**
Each lesson consists of 15 problems. If the learner wishes, he/she may practice adding only a certain number. Problems are posed at random and are not repeated unless they are missed. They may then be repeated more than once. At the end of each lesson the learner's performance is summarized according to the following categories: number of problems, number of errors, answers given by the computer, average correct response time, total lesson time, specific problems that gave trouble. Primary grades.
Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-28072

WORKING WITH BASIC MULTIPLICATION FACTS **1248**
Each lesson consists of 15 problems. If the learner wishes, he/she may practice multiplying by a certain number. Problems are posed at random and are not repeated unless they are missed. They may then be repeated more than once. At the end of each lesson, the learner's performance is summarized according to the following categories: number of problems, number of errors, answers given by the computer, average correct response time, total lesson time, specific problems that gave trouble. Elementary level.
Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-28073

ADDING OR SUBTRACTING TWO AND THREE PLACE NUMBERS IN COLUMNS **1248**

This program presents addition or subtraction problems using two and three place numbers in columns. The learner works with each problem beginning with the units column on the right, (as would be done with paper and pencil) and moving left as guided by an arrow displayed under the appropriate column. If the learner does not know the answer to a problem, the question mark key may be pressed and the computer will give the answer. The learner may terminate the lesson by pressing the letter S. The computer will then summarize the student's performance. Elementary level.

Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-28074

MATH SHOOTOUT **1248**

The idea of this program is to have the learner practice doing math exercises as fast as possible. If the learner is swift enough, he/she can beat Bad Math Mac who is waiting to draw first. Difficulty levels and time requirements can be set for any of the four areas: addition, subtraction, multiplication, and division. Each lesson consists of ten problems, at the conclusion of which the learner's performance is summarized. Elementary level.

Requires Pet, 64, or VIC-20 with 3K Memory Enhancer.
Disk or Cassette 7.95

Bluebook #COM-28075

WHICH NUMBER COMES NEXT? **1248**

For each problem, three numbers in sequence between 1 and 20 are presented, followed by a blank. What number belongs in the blank? It is the next number in sequence. Two possible answer choices are presented. The student places the point of the light pen on a small square associated with the answer of his/her choice. Each completed lesson consists of sixteen problems randomly presented. However, the program may be terminated at any time simply by pressing the space bar. Then the student's performance is summarized. Elementary level.

Uses a 3G Light Pen. Requires Pet.
Disk or Cassette 7.95

Bluebook #COM-28076

LOCOMOTIVE **1248**

From one to ten steam locomotives appear on the screen. How many are there? Two possible answer choices are presented. The student places the point of the light pen on a small square associated with the answer of his/her choice. If the choice is correct, a little steam locomotive chugs across the screen. If the choice is not correct, a bad face appears and the problem is repeated. The lesson consists of 10 problems, randomly presented. However, the program may be terminated at any time by simply pressing the space bar. The student's performance is then summarized. Elementary level.

Uses a 3G Light Pen. Requires Pet.
Disk or Cassette 7.95

Bluebook #COM-28077

GREATER THAN/LESS THAN **1248**

This program is designed to give practice in using the math symbol meaning 'greater than' and the math symbol meaning 'less than.' 10 problems of the following type are presented for each lesson:

(8 + 6) ? (19-4)

The student's job is to make a true statement by substituting the proper symbol for the question mark. At the end of the lesson, the student's performance is summarized. Elementary level.

Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-28078

GREATER THAN/LESS THAN [3G LIGHT PEN] **1248**

The student is given an problem that looks like this example:

(6-4 + 3) ? (5 + 4-2)

Using the light pen, the student chooses the math symbol meaning 'greater than' or the math symbol meaning 'less than' to replace the question mark and make the statement true. Each completed lesson consists of 10 problems randomly selected. However, the program may be terminated at any time simply by pressing the space bar. Then the student's performance is summarized.

Uses a 3G Light Pen. Requires Pet.
Disk or Cassette 7.95

Bluebook #COM-28079

ADDITION WITH CARRY **1282**

This program gives the learner practice in addition with a carry and allows him/her to design any size problem up to 9 rows and 9 columns. All problems are generated randomly so that a different problem will be presented each time the program is run. The learner works with each problem just as if he/she were doing it on a piece of paper. Elementary level.

Requires Pet. **Disk or Cassette 20.00**

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Bluebook #COM-28080

1-2-3 DIGIT MULTIPLICATION **1282**
This program presents problems in multiplying a 3 digit number by a 1, 2, or 3 digit number at the option of the learner. All problems are generated randomly so that a different problem will be presented each time the program is run. The learner works with each problem just as if he/she were doing it on a sheet of paper. Elementary level.
Requires Pet. **Disk or Cassette 20.00**

Bluebook #COM-28081

LONG DIVISION **1282**
This program presents problems in long division allowing the learner to choose a 1, 2, or 3 digit divisor. All problems are generated randomly so that a different problem will be presented each time the program is run. The learner works with each problem just as if he/she were doing it on a piece of paper. All errors are immediately flagged and the learner may then enter a new answer. The correct answer will be shown if the learner makes a second error, and he/she may then continue with the problem. Elementary level.
Requires Pet. **Disk or Cassette 20.00**

Bluebook #COM-28082

MATH SAFARI **1248**
By Ralph Owens
Hunt awful ADDCHNIDS, slashing SUBSLIMPS, malicious MULGRILAS, and daring DIVAGLONS in this Mathematical Safari! The evil beasts move across the screen, challenging the student who must get them before they get away. Large bold numbers make it easy for the hunter to aim his/her math gun. However, as the safari progresses, the animals move faster. Fortunately, there is a quick plane back to civilization in case the safari needs to be shortened. At the end of each hunt, the results are summarized. Different levels of difficulty make this program appropriate for students of varying abilities. Elementary level.
Requires Pet. **Disk or Cassette 20.00**

Bluebook #COM-28083

PRIME NUMBER **1248**
For each problem, the computer will display a grid of numbers from 1 to 100. One of these numbers, selected at random by the computer, will flash on and off on the screen. The student's job is to identify the number as being 'prime' or 'composite.' At the end of the lesson, the student's performance is summarized. Elementary level.
Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-28084

DECIMAL EQUIVALENTS OF FRACTIONS **1248**
The computer displays a number line marked with fractions. What is the decimal equivalent of the highlighted fraction on the number line? At the end of the lesson, the student's performance is summarized. Elementary level.
Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-28085

MEDAL WINNER **1248**
Here is a math exercise that can be used on either a group or individual basis! The object is to create a multiplication problem with three digits to produce the largest product. The computer will display three random digits (such as 5, 3, 9) and a product ($39x5 = 195$) that can always be bettered (for example, $53x9 = 477$). Each learner will meet the challenge with his/her own arrangement. The computer will then print all the winning arrangements and award a gold, silver, or bronze medal for a player's performance. Each learner has an opportunity to win medals in ten events. Elementary level.
Requires Pet, 64, or VIC-20. **Disk or Cassette 14.95**

Bluebook #COM-28086

GREAT TIMES HOTEL **1248**
This hotel is filled with mystery and intrigue. Certain clues will lead the player to the floors where strange things are happening. The greatest challenge of all is to discover the secret of the multiple elevators. In so doing, the learner will master the concept of common multiple. Elementary level.
Requires Pet or 64. **Disk or Cassette 14.95**

Bluebook #COM-28087

GUZINTA HOTEL **1248**
This hotel has a special set of 'multiple' elevators that stop only on certain floors. The player must decide what elevator to use to reach several floors in one ride. Making the right decision leads to an understanding of the concept of greatest common factor (GCF). Elementary level.
Requires Pet or 64. **Disk or Cassette 14.95**

Bluebook #COM-28088

MATH SPIN **1248**

This is an exercise in multiplication. The object is to win 21 points before the computer does. Using a random choice technique, the student will create problems both for himself and for the computer. Game points can then be won in various ways. Elementary level.

Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-28089

GUESSTIMATOR **1248**

By Harold Brochmann

This program gives the student an opportunity to learn to estimate proportion by having the computer respond appropriately to estimates. For each problem, a rectangle appears which is partly filled at random by the computer. What proportion of the box is filled? Make a guesstimate! The student may choose the level of difficulty: easy or hard. Elementary level and up.

Requires Pet. **Disk or Cassette 14.95**

Bluebook #COM-28090

NUMBOWL **1248**

The computer presents three random numbers. The student must put these into an equation so that the total is as near to 30 as possible. The total must not be more than 30, however. For example, if the computer generated the numbers 3, 5 and 9, the student might create the equation (3x5) + 9 = 24. There are ten turns (bowling frames) to a game, and a perfect score (attainable only through a combination of skill and luck) would be 300 points. Elementary level.

Requires Pet or 64. **Disk or Cassette 14.95**

Bluebook #COM-28091

PARTING SHOTS **1248**

A box with 36 squares appears on the screen. The computer randomly places four kinds of characters in these squares. Shooting at the box by pressing the RETURN key will cause all but one kind of character to be erased. Problem for the student: What fraction tells how many characters remain in relation to the total number of squares? The student tries to express this fraction in its lowest terms. Game points are scored depending on how many characters are in the squares and whether the student can express the fraction in its lowest terms. Elementary level.

Requires Pet, 64, or VIC-20 with 3K Memory Enhancer.
Disk or Cassette 14.95

Bluebook #COM-28092

GUESSTIMATOR B **1248**

By Harold Brochmann

The purpose of this program is to encourage the student to ESTIMATE answers before working them out by calculator or with paper and pencil. The student makes an estimate by moving a pointer to an appropriate position on a number line, using the + key and the - key. The SCALE of the number line may be changed by pressing the = key. Five levels of difficulty are available, and problems are presented in sets of five. Elementary level and up.

Requires Pet. **Disk or Cassette 14.95**

Bluebook #COM-28093

THE FABULOUS L-C-M MACHINE AND THE GENEROUS JACKPOT MINE **1248**

The purpose of this program is to win at the L-C-M Machine. This is done by finding the 'Least Common Multiple' of three numbers randomly generated by the computer. If the student wins enough during nine tries, the Big Dollar Board will fill up, and the computer will take the student to see a Big Event at the Jackpot Mine. Elementary and up.

Requires Pet or 64. **Disk or Cassette 14.95**

Bluebook #COM-28094

MATH GOLF **1248**

The challenge is to place numbers in an order-of-operations arrangement that will better par. Club selection is important. If you're really good, you might make a hole-in-one every time on this 9-hole course. The purpose of the program is to give the student practice in forming equations with different math operations. Elementary level.

Requires Pet, 64, or VIC-20. **Disk or Cassette 14.95**

Bluebook #COM-28095

OIL WELL **1248**

By Robert F. Zbasnik

This is an exercise in drilling for oil by finding the prime factors of a number. Refine a number into its prime factors (24 = 2x2x2x3) and watch the oil flow! From oil well to pipeline to tank truck, the learner will have many opportunities to become an oil millionaire. Elementary level and up.

Requires Pet, 64, or VIC-20 with 3K Memory Enhancer.
Disk or Cassette 14.95

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Bluebook #COM-28096

PRIME FISHIN' **1248**
By Robert F. Zbasnik
This is an exercise in identifying prime and composite numbers. The student goes fishing in Lake Eratoshenes to catch prime fish. Composite fish are illegal. The computer keeps a fishing scorecard for the student. Elementary level.
Requires Pet, 64, or VIC-20 with 3K Memory Enhancer. Disk or Cassette 14.95

Bluebook #COM-28097

SUBTRACTION **1282**
By Don Ross
This program presents problems in subtraction allowing the learner to pick the amount of digits in each number. The learner is also given the option of problems involving borrowing or no borrowing. All problems are generated at random. The learner works with each problem just as if he/she were doing it on a sheet of paper. Elementary level.
Requires Pet and 16K. Disk or Cassette 20.00

Bluebook #COM-28098

NUMBER JUMPER **1248**
By Robert F. Zbasnik
The learner practices the skill of adding numbers quickly. The goal is to start small but, eventually, to be able to add nine numbers after each success! One miss, though, and it's back to the beginning! Elementary level.
Requires Pet, 64, or VIC-20 Disk or Cassette 14.95

Bluebook #COM-28099

PINBALL I.Q. **1248**
By Robert F. Zbasnik
This program gives the learner practice in finding the whole number part of a quotient in division. Correct answers will light up bumpers on a pinball machine and build up the player's score. The game is over when all the bumpers are lighted. Elementary level.
Requires Pet, 64, or VIC-20. Disk or Cassette 14.95

Bluebook #COM-28100

CATERPILLAR 500 **1248**
By Robert F. Zbasnik
It's not a car but a caterpillar that speeds around the oval in this Indy 500 type of race. To get the worm moving, just solve expressions such as $(8x\ ) + 3 = 59$, and it's worth 7 laps around the track. A clock records total time in this 100-lap race. Elementary level.
Requires Pet, 64, or VIC-20. Disk or Cassette 14.95

Bluebook #COM-28101

SUM-IT MOUNTAIN **1248**
By Robert F. Zbasnik
Carry the flag to the top of Sum-it Mountain in the fastest time possible. Success depends on the learner's ability to add numbers rapidly. Any mistake means starting all over from the bottom. A clock records the climb time. Elementary level.
Requires Pet, 64, or VIC-20. Disk or Cassette 14.95

Bluebook #COM-28102

FAT CHANCE **1248**
By Robert F. Zbasnik
An understanding of multiples is needed to make the student's "fat chance" pay off. The player must predict the chances of a certain number being the multiple of another number. Elementary level and up.
Requires Pet, 64, or VIC-20 with 3K Memory Enhancer. Disk or Cassette 14.95

Bluebook #COM-28103

SECTOR FIVE **1248**
By Robert F. Zbasnik
This is an exercise is estimation. The student's job is to locate and turn back hordes of Kuminons that roam the galaxy. The key to success is estimating correctly the number of space invaders appearing on the players scanner. Elementary level and up.
Requires Pet or 64. Disk or Cassette 14.95

Bluebook #COM-28104

TWO MINUTE WARNING **1248**
By Robert F. Zbasnik
This program features a football race-against-the-clock as the player subtracts yardage on the way to the goal line. The runner moves across the screen each time he carries the ball. Any mistake, however, leads to a fumble and an automatic touchdown for the other team. In this learning game, the student practices the skill of successive subtraction. Elementary level.
Requires Pet, 64, or VIC-20. Disk or Cassette 14.95

Bluebook #COM-28105

LAST OF THE NINTH **1248**
By Robert F. Zbasnik
It's the last of the 9th and your team is trailing by 10 runs. Do you play it safe and just try to get on base, or do you gamble for the home run? The greater the risk, the more difficult will the problem be in this test of the learner's ability to solve a variety of multiplication problems. Elementary level.
Requires Pet, 64, or VIC-20. **Disk or Cassette 14.95**

Bluebook #COM-28106

SLAM DUNK **1248**
By Robert F. Zbasnik
Challenge your shooting eye and swish the net in this basketball competition. Make five shots in a row and watch your player rise to the occasion with a slam dunk. If you miss, your opponent scores. There's a time clock in this drill and practice game on subtraction facts. Elementary level.
Requires Pet, 64, or VIC-20. **Disk or Cassette 14.95**

Bluebook #COM-28107

BACKFIRE **1248**
By Robert F. Zbasnik
An exercise in finding the divisors of a given number. Rockets fired from a battle station will attempt to destroy the divisors. If the wrong target is chosen, however, beware! You'll get "burned" from Backfire. Elementary level.
Requires Pet or 64. **Disk or Cassette 14.95**

Bluebook #COM-28108

PAIL GREEN **1248**
By Robert F. Zbasnik
The player "goes to the well" to earn buckets of money. Lower the pail and, if you're math-perfect on matching equal fractions, you'll scoop all the dollars out of the well. Any mistakes, though, and some of the money drops back in. Elementary and up.
Requires Pet, 64, or VIC-20 with 3K Memory Enhancer.
Disk or Cassette 14.95

Bluebook #COM-28109

TUTTI FRUTTI **1248**
By Robert F. Zbasnik
This program is an exercise in adding mixed numbers. The goal is to find five sums and win a giant ice cream cone. Elementary and up. **16K Required.**
Requires Pet, 64, or VIC-20 with 3K Memory Enhancer.
Disk or Cassette 14.94

Bluebook #COM-28110

PUMPING IRON **1248**
By Robert F. Zbasnik
Subtracting mixed numbers properly—borrowing or reducing when necessary—brings on Pumping Iron. As each problem is solved, a weight-lifter appears on the screen and lifts a heavier weight each time. A summary identifies the student's trouble spots. Elementary and up. **16K Required.**
Requires Pet, 64, or VIC-20 with 3K Memory Enhancer. **Disk or Cassette 14.95**

Bluebook #COM-28111

UPS 'N DOWNS **1248**
By Robert F. Zbasnik
Puts the player on a ten-step staircase—adding fractions on the way up, subtracting fractions on the way down. Every answer, of course, must be reduced to lowest terms before taking another step. Errors are recorded. Elementary and up. **16K Required.**
Requires Pet, 64, or VIC-20 with 3K Memory Enhancer.
Disk or Cassette 14.95

Bluebook #COM-28112

LAWN OF THE LOST RINGS **1248**
By Robert F. Zbasnik
The student is given a series of decimal fractions—denominators are either 10, 100, or 1,000—and must write their decimal and percent names. A lawn mower appears on the screen and the math solutions help to locate valuable rings lost in the grass. Elementary and up. **16K Required.**
Requires Pet, 64, or VIC-20 with 3K Memory Enhancer.
Disk or Cassette 14.95

For Information,
See The "How To Use" Page
In The Front Of The Blue Book

Bluebook #COM-28113

ON THE LINE **1248**
By Robert F. Zbasnik
Spotlights mixed numbers and improper fractions that appear on football jerseys. The object is to pick 22 uniforms for the Stars pro team by identifying a number's other name. Mistakes are reported. Elementary and up.
Requires Pet, 64, or VIC-20 with 3K Memory Enhancer.
Disk or Cassette 14.95

Bluebook #COM-28114

BRANDED **1248**
By Robert F. Zbasnik
The object is to recognize part of a whole and write it as a fraction. The student is shown a herd of cattle on the screen. After a certain number of cattle are branded, the student must express, as a fraction, the relationship of branded cattle to the total herd. Elementary level.
Requires Pet, 64, or VIC-20 with 3K Memory Enhancer.
Disk or Cassette 14.95

Bluebook #COM-28115

BELL RINGER **1248**
By Robert F. Zbasnik
Tests the student's ability to write fractions by their percent names. These fractions have either 5, 10, 20, or 25 as denominators. If successful, a strongman appears on the screen and tries to ring a carnival bell with his mallet. Elementary level.
Requires Pet, 64, or VIC-20 with 3K Memory Enhancer.
Disk or Cassette 14.95

Bluebook #COM-28116

LIGHTS OUT **1248**
By Robert F. Zbasnik
A timed exercise in which the student practices arranging a computer-generated group of decimals, in order, from largest to smallest. As the student proceeds, the lights in a building on the screen go out, one by one. Upper elementary and up.
Requires Pet, 64, or VIC-20 with 3K Memory Enhancer.
Disk or Cassette 14.95

Bluebook #COM-28117

ADDING FRACTIONS **1282**
By Don Ross
Gives students practice in adding fractions with unequal denominators. All problems are randomly generated. A tutorial approach is used. Grades 5 - 8. **16K required.**
Requires Pet. **Disk or Cassette 20.00**

Bluebook #COM-28118

MULTIPLYING FRACTIONS **1282**
By Don Ross
Gives students practice in multiplying fractions and in cancelling or reducing. The screen is used as a worksheet and the student interacts with the computer throughout every step of the process. **16K Required.**
Requires Pet. **Disk or Cassette 20.00**

Bluebook #COM-28119

VAP INVADERS **1248**
By Dennis Simonson
Work with volumes, areas, and perimeters. . .arcade style! You must figure out the volume, area, or perimeter of each invader before it lands on your missile base, or you'll be vaporized. This program has three levels of play. After each wave of attackers, a summary is given. Elementary and up.
Requires Pet. **Disk or Cassette 14.95**

Bluebook #COM-28120

MATH EXPEDITION **1248**
By Ralph Owens
In this program, the student goes to lands of ice and snow where the temperature (and numbers) fall below zero. Success on the expedition depends upon the skills of adding, subtracting, multiplying, and dividing positive and negative numbers. Elementary and up.
Requires Pet. **Disk or Cassette 9.95**

Bluebook #COM-28121

MATH MOONWALK **1248**
By Ralph Owens
Provides review in adding, subtracting, multiplying, and dividing fractions. The student goes to the moon to battle robots that have broken loose and are bent on destroying all U.S. installations there. There are three levels of difficulty. Elementary and up.
Requires Pet. **Disk or Cassette 9.95**

28000 • Elementary Mathematics

Bluebook #COM-28122

BAR GRAPH **1248**
This is a drill and practice exercise using a bar graph with different pieces of information on it. The information changes with every problem. There are ten problems in all. At the end of the lesson, the student's performance is summarized.
Requires Pet or 64. **Cassette or Disk 7.95**

Bluebook #COM-28123

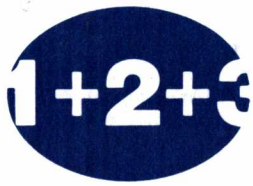
CLAY PIGEON **1248**
By Robert Zbasnik
Making the most of a mathematical expression will enable the player to bag a flock of clay pigeons and earn the title of Carnival Sharpshooter. The expression must contain three numbers and two operation signs, and total as close to a given number as possible without exceeding it. For example, make 26 out of 2, 5, and 7. The best outcome would be (7-2)x5 = 25. Performance after ten turns will be rated on a percent-of-accuracy basis. Elementary level.
Requires VIC-20. **Cassette or Disk 14.95**

Bluebook #COM-28124

SUM FUN **1248**
By Robert F. Zbasnik
The entire class can join in SUM FUN as they challenge the Computer Player in an addition game that stresses maximum results. While one student, or the teacher, operates the computer, the other students use form sheets. Everyone is playing the same game! The object is to place 16 random numbers, 1 through 9, anywhere in a 4X4 grid to achieve the highest sum from the best row, column, diagonal, and the four corners. The computer shows the greatest possible outcome at the end.
Elementary and up.
Requires: VIC-20 and 3K Memory Enhancement 14.95

Bluebook #COM-28125

TUG O'WAR **1248**
By Robert Zbasnik
Finding the divisors of a given numer will determine the winner of this Tug O'War between player and machine. Correct answers move the center of the rope closer to the player's side and victory. Wrong answers, or forgotten divisors, move it in the opposite direction. Difficulty levels span numbers from 10 to 99.
(Elementary)
Requires: VIC-20 and 3K Memory Enhancement 14.95



Bluebook #COM-28126

JEEP JAMBOREE **1141**
The child counts each jeep as it drives onto the screen. The drivers honk and wave when the answer is correct. When wrong, the child is given a second chance to count the jeeps before the computer counts them off. Up to nine jeeps will appear each time. We recommend this program for preschool and kindergarten children.
Requires: 16K PET or Commodore 64

Bluebook #COM-28127

DUCKS **1141**
A flock of ducks swims onto the screen. The child counts them and enters his/her response. If correct, the ducks quack and fly away. From one to twenty ducks will appear each time. We recommend this program for children in first grade.
Requires: 16K PET or Commodore 64

Bluebook #COM-28128

TEN...10 **1141**
For the first half of the program the child is directed to match a number word name in large print to the corresponding number. For the latter portion of the program the computer displays a numeral in large print surrounded by number word names from one to ten. The child is asked to associate the number with the correct word name. This program is recommended for children in first grade.
Requires: 16K or VIC-20 w/8K expander cartridge

Bluebook #COM-28129

NAMING NUMBERS **1141**
Objects are displayed on the screen. The child counts the objects and matches his/her answer with the numerals or word names shown. This program offers practice in counting and in naming numbers. We recommend it for kindergarten and first grade children.
Requires: 16K PET orVIC-20 w/8K expander cartridge

Bluebook #COM-28130

MISSING NUMBERS-BY ONES 1141
A number pattern is displayed on the screen, and the student fills in the missing number. The enlarged numbers are easy to read, and a summary of student errors is included. Correct answers help our mountaineer climb a mountain and plant a flag. Missing Numbers is available in counting by one's, two's, five's, and ten's. We recommend this program for primary grade children.
Requires: 8K PET or VIC-20 w/8K expander cartridge or Commodore 64

Bluebook #COM-28131

MISSING NUMBERS-BY TWOS 1141
Requires: 8K PET or VIC-20 w/8K expander cartridge or Commodore 64

Bluebook #COM-28132

MISSING NUMBERS-BY FIVES 1141
Requires 8K Pet, VIC-20 w/8K expander cartridge or Commodore 64.

Bluebook #COM-28133

MISSING NUMBERS-BY TENS 1141
Requires: 8K PET or VIC-20 w/8K expander cartridge or Commodore 64

Bluebook #COM-28134

MISSING NUMBERS 1, 2, 3, 5, 10 1141
Requires 8K Pet, VIC-20 w/8K expander cartridge, or Commodore 64.

Bluebook #COM-28135

FIRST GRADE TEN SECOND CLUB 1141
This program is similar to the Six Second Club except that 1) only addition and subtraction are included, 2) all sums and minuends are less than ten, and 3) the initial goal is ten seconds.
Requires 8K Pet, VIC-20 w/8K expander cartridge, or Commodore 64.

Bluebook #COM-28136

FIRST GRADE TWENTY PROBLEM CLUB 1141
This program is similar to the Six Second club except that 1) only addition and subtraction are included, 2) all sums and minuends are less than ten, and 3) the student wins when twenty problems are answered correctly regardless of the time expended.
Requires 8K Pet, VIC-20 w/8K expander cartridge, or Commodore 64.

Bluebook #COM-28137

COMPUTER ZOO 1141
The computer offers a selection of simple addition problems, subtraction problems, or a combination of addition and subtraction problems, or a combintion of addition and subtraction problems. Special animals have been created for our computer zoo. Parts of each animal appear as the student correctly answers the math problems. The animal is complete when the student responds correctly to ten problems. After three animals, students are rewarded and a summary of their performance is available. We recommend this program for children in grades one and two.
Requires 8K Pet.

Bluebook #COM-28138

BUNNY HOP 1141
The student's answers to addition or subtraction problems control the progress of a hopping bunny. If answers are incorrect or the player is too slow, the turtle may cross the finish line first. For a greater challenge, faster turtles may be requested. All sums and minuends are less than 21. We recommend this program for students in 2nd grade.
Requires: 8K PET

Bluebook #COM-28139

SECOND GRADE TEN SECOND CLUB 1141
This program is similar to the Six Second Club except that 1) only addition and subtraction are included, 2) all sums and minuends are less than nineteen, and 3) the initial goal is ten seconds.
Requires: 8K PET or VIC-20 w/8K expander cartridge or Commodore 64

Bluebook #COM-28140

SECOND GRADE TWENTY PROBLEM CLUB 1141
This program is similar to the Six Second Club except that 1) only addition and subtraction are included, 2) all sums and minuends are less than nineteen, and 3) the student wins when twenty problems are answered correctly regardless of the time expended.
Requires: 8K PET or VIC-20 w/8K expander cartridge or Commodore 64

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Bluebook #COM-28141

LESS THAN, GREATER THAN **1141**
The less than and greater than symbols are introduced, defined, and drilled. We recommend this program for students in second and third grade. **Requires 8K Pet.**
Disk or Cassette 12.95

Bluebook #COM-28142

MATH MARAUDERS **1141**
Addition problems are invading our planet! The student attempts to blast as many as possible before they land. The A and D keys are used to aim with, and the correct answer must be entered in order to fire. Once started, it's difficult to tear kids away from their addition facts. We recommend this program for use in grades two through four.
Requires: 8K PET or VIC-20 w/8K expander cartridge or Commodore 64

Bluebook #COM-28143

SHOOTING GALLERY **1141**
This program provides an entertaining way to practice your choice of basic addition, subtraction, multiplication, or division facts. At the beginning of the program the player is allotted ten shots and 3 minutes in which to score as high as possible. Additional shots are earned by correctly solving the math problems given. Students enjoy practicing their accuracy at our shooting gallery. We recommend this program for use in grades 3-5
Requires: 16K PET or VIC-20 w/8K expander cartridge.

Bluebook #COM-28144

ARCHER **1141**
Addition and subtraction problems of two and three digits appear on the screen. Students are required to solve the problems and to enter their answers. Correct answers cause the archer to shoot an apple out of a tree with an arrow. The program ends when all twenty apples have been shot out of the tree. We recommend this program for students in third, fourth, and fifth grade.
Requires 8K Pet.

Bluebook #COM-28145

MATH WITH MICROMAN **1141**
Randomly selected two digit addition problems with carrying and two digit subtraction problems with borrowing appear on the screen. As students answer correctly, weight is added to Microman's barbell. Weight is removed if answers are wrong. Our herculean hero refuses to lift less than 500 pounds, and he is willingly able to lift far more. Students who challenge Microman's limits develop some strengths of their own. We recommend this program for students in third and fourth grade.
Requires 16K Pet.

Bluebook #COM-28146

FAST FACTS **1141**
The student may select a times table for the number 1-6, 4-9, or 7-12. A blinking light then leads the way through the table selecting locations randomly. The student answers with the corresponding product as rapidly as possible. Correct responses are left on the screen. If incorrect twice, the answer is flashed once before the blinking light moves on. The student's time for completing the entire table is recorded. We recommend this program for grades three through five.
Requires 8K Pet.

Bluebook #COM-28147

SIX SECOND CLUB **1141**
This program drills the basic math facts! Students may select whether they wish to be drilled on addition, subtraction, multiplication, or division facts. Also, they may choose drill on all four operations at once. Their initial goal is to respond to at least ten problems with an average response time of less than six seconds per problem. Once this goal is met, they are challenged to join the five second club, the four second club, the 3.8 second club and so on. If they reduce their average response time far enough, the computer declares them honorary microprocessors. Correct answers are shown when incorrect responses are made. This program works well from third grade on to acquaint students with basic math facts and to encourage rapid recall.
Requires 8K Pet, VIC-20 w/8K expander cartridge, or Commodore 64.

The Blue Book Is
Also Available In
Special Editions For
The APPLE, ATARI, and IBM-PC Computers.
See Your Local Dealer.

Bluebook #COM-28148

EQUATIONS-ADDITION AND SUBTRACTION **1141**
The student may choose equations in addition, subtraction, or a combination of both. He/she is given two minutes to complete as many equations as possible. A score is earned based on the number of correct and incorrect responses. The five top scores in each category are recorded and charted. As students work to improve their scores, they receive practice on missing addends and minuends, and drill on the addition and subtraction facts through 20. We recommend this program for grades three through five.
Requires: 16K PET orVIC-20 w/8K expander cartridge

Bluebook #COM-28149

EQUATIONS-MULTIPLICATION AND DIVISION **1141**
The computer presents equations with missing factors, dividends, or divisors. The student may drill either multiplication, division, or a combination of multiplication and division equations. All factors and divisors are randomly selected from 1-12. This program offers an introduction to solving equations and concentrated drill on the basic multiplication and division facts. We recommend this program for students in grades four and up.
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-28150

EQUATIONS AND INEQUALITIES **1141**
Students are required to solve simple equations or inequalities, and to insert the correct symbol for less than, greater than, or = . We recommend this program for students in grades four and five.
Requires 16K Pet. **Disk or Cassette 12.95**

Bluebook #COM-28151

GREASED LIGHTENING **1141**
Multiplication facts of 0-10 are flashed on the screen. Students are given two seconds in which to answer. If the correct answer is not entered within 2 seconds, lightening flashes from the top of the screen. By correctly answering most of the problems within two seconds, the man at the bottom of the screen may avoid being frightened away by lightening. Try to weather the storm. We recommend this program for grades four and five.
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-28152

GRAND PRIX PRODUCTS **1141**
Two players are simultaneously given separate problems with a 1 digit factor multiplied by a one or two digit factor. The speed and accuracy with which each player selects the correct multiple choice product affects the progress of his/her race car heading toward the finish line. We recommend this program for use in grades 4-6.
Requires 8K Pet.

Bluebook #COM-28153

DERBY **1141**
The student selects one of five horses: Sir Sum, Dancing Difference, Prancing Product, Quick Quotient, or Lady Luck. Ten problems must be correctly solved as quickly as possible. Correct answers help speed the horse to the finish line. Track records are initialed and recorded. Addition and subtraction problems use 4 digit numbers. Division problems have a 4 digit dividend and a 1 digit divisor. The multiplication problems contain a 1 digit and a 4 digit factor. We recommend this program for use in grades 4-6.
Requires: 8K PET or VIC-20 w/8K expander cartridge or Commodore 64

Bluebook #COM-28154

PATH MASTER **1141**
The screen is divided into nine boxes. One of two contestants selects a box and is presented with a math problem to solve within a given time limit. If the correct answer is entered in time, the initials of the player are displayed on that box. To win, a player must form a path either vertically, horizontally, or diagonally. The math problems presented are randomly selected. They include division with one digit divisors, multiplication of one digit by three and four digits or two digits by two digits, and addition and subtraction with four and five digit numerals. Three different time limits may be selected to accommodate varying proficiency levels. We recommend this program for students in grades four and up.
Requires 8K Pet.

Bluebook #COM-28155

INTERMEDIATE LONG DIVISION-GRADES 4 AND 5 **1141**
The student is presented with a randomly-generated problem consisting of a four digit dividend and a two digit divisor. The child works the problem on paper, then enters his quotient and remainder into the

machine. The computer determines whether or not the student's answer is right and then works the problem correctly on the screen showing the proper alignment of work beneath the long division sign and accentuating with arrows and sound effects numerals brought down during the long division computation. The student must correctly work three problems in a row to win.
Requires 8K Pet.

Bluebook #COM-28156

TURTLE TROT 1141
The hare and the tortoise are up for a rematch. The student's responses when filling in variables in pairs of equivalent fractions control the speed of the rabbit. After each victory, the student may choose to race a faster turtle. This program is recommended for students in grades 5 and 6.
Requires: 16K PET or Commodore 64

Bluebook #COM-28157

STORY PROBLEM PRACTICE-ADDING AND SUBTRACTING 1141
Story problems with randomly generated variables provide practice for either 1 or 2 players. Students are reminded to read carefully to find the facts, look for what is being asked, decide how to solve the problem, work carefully, and to check to see if their answer makes sense. Recommended for grades 4-5.
Requires 16K Pet.

Bluebook #COM-28158

STORY PROBLEM PRACTICE-MULTIPLYING AND DIVIDING 1141
Recommended for grades 4-6.
Requires 16K Pet.

Bluebook #COM-28159

STORY PROBLEM PRACTICE-AVERAGING 1141
Recommended for grades 5-6.
Requires 16K Pet.

Bluebook #COM-28160

STORY PROBLEM PRACTICE-AREA, PERIMETER AND VOLUME 1141
Recommended for grades 5-7.
Requires 16K Pet.

Bluebook #COM-28161

STORY PROBLEM PRACTICE-FRACTIONS 1141
Recommended for grades 6-7.
Requires 16K Pet.

Bluebook #COM-28162

STORY PROBLEM PRACTICE-DECIMALS 1141
Recommended for grades 6-7.
Requires 16K Pet.

Bluebook #COM-28163

STORY PROBLEM PRACTICE-RATIO, PROPORTION, PERCENT 1141
Recommended for grades 6-8
Requires 16K Pet.

Bluebook #COM-28164

THREE SECOND CLUB FOR RECORD SETTERS 1141
This program is the same as the Six Second Club except 1) it begins at three seconds and 2) correct answers are not shown when incorrect responses are made. It is intended to facilitate record-setting in competitive groups once the "honorary microprocessor" proficiency level has been surpassed. This program is recommended only for speed development in fifth grade and up.
Requires: 8K PET or VIC-20 w/8K expander cartridge or Commodore 64

Bluebook #COM-28165

DAREDEVIL DIVISION 1141
The student may use paper and pencil to solve division problems with two digit divisors as they are displayed on the screen. For each successive problem solved correctly, our daredevil driver adds another barrel to his motorcycle jump. Students enjoy seeing what jumping records they can set. We recommend this program for students in grades 5 and up.
Requires 8K Pet.

Bluebook #COM-28166

INTRODUCTION TO DECIMALS 1141
The decimal doctor explains the function of decimals, introduces and drills place value of decimal number columns, and provides practice in using decimals to name a part of a whole. We recommend this program for use in grades 5-7.
Requires 16K Pet.

Bluebook #COM-28167

ADDING AND SUBTRACTING DECIMALS **1141**
Correct answers help to divert a waterfall, directing it toward the unsuspecting Dirty Dudley. Randomly selected decimals extend up to the thousandths column. A review section is available at any time for those students experiencing difficulty. We recommend this program for use in grades 5-7.
Requires 16K Pet.

Bluebook #COM-28168

COMPARING DECIMALS **1141**
The computer presents two decimal numerals and requires the student to insert the appropriate less than, greater than, or = symbol. We recommend this program for grades 5-7.
Requires 8K Pet.

Bluebook #COM-28169

MULTIPLYING DECIMALS **1141**
In order to catapult Dirty Dudley up into the Silver City water tower, the student must correctly calculate a series of decimal multiplication problems. Incorrect answers result in setbacks which delay the start of Dirty Dudley's long-awaited bath. This program is recommended for use in grades 5-7.
Requires 16K Pet.

Bluebook #COM-28170

CONVERTING DECIMALS TO FRACTIONS **1141**
A step by step lesson on the converting procedure is given. Lowest terms answers are required in each of two alternative practice formats. Students may select either untimed practice or the more challenging "Conversion Countdown." This program is recommended for students in grades 5-7.
Requires 16K Pet.

Bluebook #COM-28171

CONVERTING FRACTIONS TO DECIMALS **1141**
The operator is assigned a mission in which he/she captains a hot air ballon. The success of the mission is dependent on the speed and accuracy with which conversions are made. A review section and additional untimed practice are available when extra help is needed. We recommend this program for use in grades 5-7.
Requires 16K Pet.

Bluebook #COM-28172

DIVISION WITH DECIMALS **1141**
This program offers both a review section on the division process and practice with Dirty Dudley who always needs a bath, but has trouble finding water without the help provided through a student's correct answers. We recommend this program for use in grade 6-8.
Requires 16K Pet.

Bluebook #COM-28173

FACTORS AND MULTIPLES **1141**
This program is for one or two players. A selection of 40 numbers is displayed on the screen. The players are alternately asked to locate a factor of a given number or a multiple of a given number. Any correct answer is added to the player's score. Wrong answers are added to the opponent's score. This program promotes skill in differentiating between factors and multiples and involves strategy in selecting the largest of several correct answers. For an extra challenge one player may compete against the PET. We recommend this program for grades five and up.
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-28174

AREA AND PERIMETER **1141**
A scale drawing of a square or rectangle is displayed. Length and width dimensions between 1cm and 12cm are given. The student is asked to find first the perimeter and then the area. When incorrect answers are given, the student is provided a second chance to answer correctly. If wrong again, the computer gives a definition and brief lesson on either perimeter or area. The computer also goes through the steps of solving that particular problem for the student. The student then is given a third opportunity to solve the problem on his/her own. A summary of student performance is given after 10 problems. We recommend this program for grades five andup.
Requires: 8K PET or VIC-20 w/8K expander cartridge or Commodore 64

Bluebook #COM-28175

PERIMETER **1141**
Perimeter is defined, and a lesson is given in finding perimeters. Formulas for finding the perimeters of squares, rectangles, and equilateral triangles are given. Circumference is introduced, and the formula for figuring the distance around a circle is given. Problems

are given for practice in finding perimeters. We recommend this program for students in grades 5 and up.
Requires 16K Pet.

Bluebook #COM-28176

AREA **1141**
This tutorial program provides a lesson on area and presents formulas for calculating areas of rectangles, squares, triangles, irregular polygons, and circles. The final segment of the program provides students with an opportunity to practice figuring areas. A summary of student performance is given. We recommend this program for use in grades 6 and up.
Requires 16K Pet.

Bluebook #COM-28177

VOLUME **1141**
Following a lesson on volume, the formulas for finding the volumes of cubes, cylinders, cones, pyramids, and prisms are given. The student is provided practice in figuring volumes when given the dimensions of a particular shape. A performance summary is included. We recommend this program for use in grades 6 and up.
Requires 16K Pet.

Bluebook #COM-28178

METRIC LINE **1141**
A line is displayed on the screen and the student is asked to estimate its length in millimeters, centimeters, or meters. The exercise provides practice in both estimation and simple conversion. Each response is graded and an average grade is continually displayed. Allowances are made to accommodate the various screen sizes so that the computer calculates the actual line length on all machines. This program is recommended for use in grades 5-7.
Requires 8K Pet.

Bluebook #COM-28179

METRIC OBSTACLE COURSE I **1141**
The first level of Metric Obstacle Course covers the metric base units meter, liter, and gram and the prefixes centi, milli, and kilo. The abbreviations of the most common metric standards are drilled. A section of simple metric conversions is also included. We recommend this program for use in grades 5 and up.
Requires 16K Pet.

Bluebook #COM-28180

METRIC OBSTACLE COURSE II **1141**
In this program the student receives practice in making a variety of comparisons. One section requests students to select the most appropriate metric unit to use in a given situation. Also, when given a common object, students are asked to indicate which metric unit is most nearly the equivalent. A third program segment requires students to realize some size comparisions between English System units and common metric units. This program is recommended for use in grades 5 and up.
Requires 16K Pet.

Bluebook #COM-28181

METRIC OBSTACLE COURSE III **1141**
This program reviews the metric base units of meter, liter, gram and also covers the base units for area, temperature, force, and velocity. The prefixes centi, milli, kilo, deci, deca, hecto, mega, and micro are included. Abbreviations are reviewed and drilled. Practice is given in completing metric conversions. This program is recommended for use in grades 6 and up.
Requires 16K Pet.

Bluebook #COM-28182

WORKING WITH METRICS **1141**
A lesson in metrication includes the basic units gram, meter, and litre. Initials and meanings are given for the prefixes milli, centi, deci, deca, hecto, and kilo. Simple conversions are practiced and story problems requiring metric conversions are given. Summaries of student performance follow both the conversion and the story problem segments of this program. We recommend this program for students in grades 6 and up.
Requires 16K Pet.

Bluebook #COM-28183

MATH DIVING 1 **1200**
After choosing either addition or subtraction and one of three levels of difficulty, two players compete to see who can be the first to dive into a pool of water. (Primary and Intermediate Level)

5K VIC 7.50

Bluebook #COM-28184

MATH DIVING 2 **1200**
After choosing either multiplication or division and one of three levels of difficulty, two players compete to see who can be first to dive into a pool of water. (Intermediate and Junior High Level).
5K VIC 7.50

Bluebook #COM-28185

RACE CAR FACTS 1 **1200**
Two players compete, in a math drill format, to be the first to get their race car to the finish line. Practice is provided for addition and subtraction with three levels of difficulty. (Primary and Intermediate Level).
5K VIC 7.50

Bluebook #COM-28186

RACE CAR FACTS 2 **1200**
Two players compete, in a math drill format, to be the first to get their race car to the finish line. Practice is provided for multiplication and division with three levels of difficulty. (Intermediate and Junior High Level).
5K VIC 7.50

Bluebook #COM-28187

TICTACTOE FACTS 1 **1200**
Two players compete, using a tic-tac-toe format, in answering math problems to win the game. Practice is provided in addition and subtraction with three levels of difficulty. (Primary and Intermediate Level).
5K VIC 7.50

Bluebook #COM-28188

TICTACTOE FACTS 2 **1200**
Two players compete, using a tic-tac-toe format, in answering math problems to win the game. Practice is provided in multiplication and division with three levels of difficulty. (Intermediate and Junior High Level).
5K VIC 7.50

Bluebook #COM-28189

COUNTING 1 **1200**
This program provides practice in counting stationary objects, using numbers 1-10 or 1-20. A tutorial format is used, with help provided for an incorrect answer. (Primary Level).
5K VIC 7.50

Bluebook #COM-28190

COUNTING 2 **1200**
This program provides practice in counting moving objects using numbers 1-10 or 1-20. A tutorial format is used, with help provided for an incorrect answer. (Primary Level).
5K VIC 7.50

Bluebook #COM-28191

COUNTING 3 **1200**
This program provides practice in counting sounds using number 1-10 or 1-20. A tutorial format is used, with help provided for an incorrect answer. (Primary Level).
5K VIC 7.50

Bluebook #COM-28192

SPEED FACTS 1 **1200**
Two people compete, using addition or subtraction of math facts on three levels of difficulty. The first person to respond with the correct answer receives points. (Primary and Intermediate Level). **5K VIC 7.50**

Bluebook #COM-28193

SPEED FACTS 2 **1200**
Two people compete, using multiplication or division of math facts on three levels of difficulty. The first person to respond with the correct answer receives points. (Intermediate and Junior High Level).
5K VIC 7.50

Bluebook #COM-28194

MATH FACTS 1 **1200**
This is a timed practice using addition or subtraction with three levels of difficulty provided. A summary of

time and accuracy is given after 10 problems. (Primary and Intermediate Level).

5K VIC 7.50

Bluebook #COM-28195

MATH FACTS 2 **1200**

This is a timed practice using multiplication or division with three levels of difficulty provided. A summary of time and accuracy is given after ten problems. (Intermediate and Junior High Level).

5K VIC 7.50

Bluebook #COM-28196

TENS 1 **1200**

This program provides practice in counting objects using groups of tens and ones. Help is provided when an incorrect answer is given. (Primary and Intermediate Level).

5K VIC 7.50

Bluebook #COM-28197

PLACE VALUE 1 **1200**

This program provides practice in recognizing place value positions as well as the number of ones, tens, etc..Three levels of difficulty are provided. (Intermediate and Junior High Level).

5K VIC 7.50

Bluebook #COM-28198

STARS 1 **1200**

This is a two-digit number guessing game. The closer you are to the correct number the more stars you see on the screen. This program provides practice in using greater than or less than concepts. (Primary Level).

5K VIC 7.50

Bluebook #COM-28199

FRACTION CONCEPT 1 **1200**

This program provides both tutorial and practice experiences with rectangles divided into halves. This program is intended for use with young children as a part of their initial experiences with fractions. (Primary and Intermediate Level).

5K VIC 7.50

Bluebook #COM-28200

FRACTION CONCEPT 2 **1200**

This program provides both tutorial and practice experiences with rectangles divided into thirds. This program is intended for use with young children as a part of their initial experiences with fractions. (Primary and Intermediate Level).

5K VIC 7.50

Bluebook #COM-28201

FRACTION CONCEPT 3 **1200**

This program provides both tutorial and practice experiences with rectangles divided into fourths. This program is intended for use with young children as a part of their initial experiences with fractions. (Primary and Intermediate Level).

5K VIC 7.50

Bluebook #COM-28202

FRACTION PARTS 1 **1200**

This program has two options: 1. The student must recognize whether or not a rectangle is divided into equal parts, and 2. This part provides practice in recognition of one-half of a rectangle. (Primary and Intermediate).

5K VIC 7.50

Bluebook #COM-28203

FRACTION PARTS 2 **1200**

The two parts of this program provide practice in recognizing whether a given shaded rectangle shows thirds or fourths. (Primary and Intermediate).

5K VIC 7.50

Bluebook #COM-28204

FRACTION SYMBOLS 1 **1200**

Rectangles are divided into halves, thirds, or fourths. The student is asked to associate the correct fraction symbol with a given shaded rectangle. (Primary and Intermediate Level).

5K VIC 7.50

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Bluebook #COM-28205

FRACTION SYMBOLS 2 **1200**
Groups of objects are shaded to show halves, thirds, or fourths. The student is asked to associate the correct fraction symbol with the given shaded objects. (Primary and Intermediate Level).

5K VIC 7.50

Bluebook #COM-28206

COMPARING FRACTIONS 1 **1200**
Two large numeral fractions are put on the screen. A question mark appears between the fractions. The student must determine whether the first fraction is greater than, equal to, or less than the second fraction. The numerators are all ones in this particular program. Help is provided for incorrect answers. (Primary and Intermediate).

5K VIC 7.50

Bluebook #COM-28207

COMPARING FRACTIONS 2 **1200**
Two large numeral fractions are put on the screen. A question mark appears between the fractions. The student must determine whether the first fraction is greater than, equal to, or less than the second fraction. The numerator of the fractions may be greater than one. Help is provided for incorrect answers. (Intermediate and Junior High Level).

5K VIC 7.50

Bluebook #COM-28208

DECIMALS 1 **1200**
Decimal concepts through physical representation
For Intermediate to Sr. High Level.
REQUIRES: 16K Pet **Cassette 9.95**

Bluebook #COM-28209

DECIMALS 2 **1200**
Addition of decimals with emphasis on placement of the decimal point.
For Intermediate to Sr. High Level.
REQUIRES: 16K Pet **Cassette 9.95**

Bluebook #COM-28210

DECIMALS 3 **1200**
Subtraction of decimals.
For Intermediate to Sr. High Level.
REQUIRES: 16K Pet **Cassette 9.95**

Bluebook #COM- 28211

DECIMALS 4 **1200**
Multiplication of decimals.
For Intermediate to Sr. High Level.
REQUIRES: 16K Pet **Cassette 9.95**

Bluebook #COM-28212

DECIMALS 5 **1200**
Division of decimals.
For Intermediate to Sr. High Level.
REQUIRES: 16K Pet **Cassette 9.95**

Bluebook #COM-28213

PERCENTS 1 **1200**
Concept of percents.
For Intermediate to Sr. High Level.
REQUIRES: 16K Pet **Cassette 9.95**

Bluebook #COM-28214

PERCENTS 2 **1200**
Estimating with percents.
For Intermediate to Sr. High Level.
REQUIRES: 16K Pet **Cassette 9.95**

Bluebook #COM-28215

PERCENTS 3 **1200**
Find the rate.
For Intermediate to Sr. High Level.
REQUIRES: 16K Pet **Cassette 9.95**

Bluebook #COM-28216

PERCENTS 4 **1200**
Find the base.
For Intermediate to Sr. High Level.
REQUIRES: 16K Pet **Cassette 9.95**

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Bluebook #COM-28217

PERCENTS 5 **1200**
Find the percentage.
For Intermediate to Sr. High Level.
REQUIRES: 16K Pet **Cassette 9.95**

Bluebook #COM-28218

DECIMALS 6 **1200**
Fraction to decimal conversion.
For Intermediate to Sr. High level.
REQUIRES: 16K Pet **Cassette 9.95**

Bluebook #COM-28219

DECIMALS 7 **1200**
Decimal to fraction conversion.
For Intermediate to Sr. High Level.
REQUIRES: 16K Pet **Cassette 9.95**

Bluebook #COM-28220

DECIMALS 8 **1200**
Estimation using decimals.
For Intermediate to St. High Level.
REQUIRES: 16K Pet **Cassette 9.95**

Bluebook #COM-28221

DECIMALS 9 **1200**
Comparing decimals.
For Intermediate to Sr. High Level.
REQUIRES: 16K Pet **Cassette 9.95**

Bluebook #COM-28222

DECIMALS 10 **1200**
Rounding decimals.
For Intermediate to Sr. High Level
REQUIRES: 16K Pet **Cassette 9.95**

Bluebook #COM-28223

MATH DIVING **1200**
After choosing an operation (addition, subtraction, multiplication, or division) and one of six levels of difficulty, two players compete to climb a tower and be the first to dive into a pool of water. Players advance up the ladder by correctly answering the math problems. (Primary, Intermediate, and Junior High Level)
16K PET or Commodore-64 **9.95**

Bluebook #COM-28224

RACE CAR FACTS **1200**
Two to four players compete, in a math drill format, to get their race car to the finish line. Six levels of difficulty are provided and a choice of addition, subtraction, multiplication, division, or mixed operation problems are given. Extensive graphics are used to advance the race cars a random amount on a correct response, while no advance is provided on an incorrect answer. (Primary Intermediate, and Junior High Level)
16K PET or Commodore-64 **9.95**

Bluebook #COM-28225

TICTACTOE FACTS **1200**
Two players compete, in a tic tac toe format, to answer math problems correctly to win the game. Six levels of difficulty are provided and a choice of addition, subtraction, multiplication, division, or mixed operation problems are given (Primary, Intermediate, and Junior High Level)**16K PET or Commodore-64** **9.95**

Bluebook #COM-28226

SPEED FACTS **1200**
Two people compete on math facts, using the four basic operations and choosing among six levles of difficulty. Each person has the opportunity to respond and the first one to do so, can attempt to answer the problem. Points are awarded for correct answers and a summary is given when a winner is declared. (Primary, Intermediate, and Junior High Level)
16K PET or Commodore-64 **9.95**

Bluebook #COM-28227

MATH FACTS **1200**
A timed practice of addition, subtraction, multiplication, division, or mixed operations with six levels of difficulty is provided. A summary of time and accuracy is given after 10 problems. The student is provided with help if necessary. (Primary, Intermediate and Junior High level).
16K Pet or 64. **9.95**

Bluebook #COM-28228

PLACE VALUE **1200**
Choice of place value, expanded notation, or decimal notation with four levels of difficulty is offered. Tutorial help provided and summary given at completion of lesson. (Primary and Intermediate Level)
16K PET or Commodore-64 **9.95**

Bluebook #COM-28229

MISSING OPERANDS [INTEGERS] **1200**
Choose between addition or subtraction and see if you can supply the missing operand. You can also select between two levels of difficulty, a timed-test with no help provided, or a tutorial practice session. In the tutorial option, several levels of help are provided whenever errors are made. At the conclusion of 10 problems for either level, a summary of your work is displayed. (Junior and Senior High, Adult Level)
16K PET or Commodore-64 **9.95**

Bluebook #COM-28230

MISSING OPERANDS [WHOLE NUMBERS] **1200**
You can choose an operation (addition or subtraction), select the range of numbers (0-5 or 0-10), and also the level of difficulty in supplying missing operands in number sentences with whole numbers. Level one is a tutorial practice session with several levels of help provided whenever it is needed by the student. At level two, you can have a timed drill and practice session. Summaries are provided at the conclusion of both sessions. (Primary, Intermediate, and Junior High Level)
16K PET or Commodore-64 **9.95**

Bluebook #COM-28231

FRACTION CONCEPT **1200**
Determining if the given shape is divided in halves, thirds, or quarters of equal size. (Primary Level)
Commodore-64 **9.95**

Bluebook #COM-28232

FRACTIONS CONCEPT 2 **1200**
Practice is provided in recognizing equal parts, halves, thirds, or fourths. Each is an option which may be selected at the beginning of the program. A ten problem summary is provided. (Primary and Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28233

SYMBOLS 1 **1200**
Matching the correct fraction symbol with the given divided object. (Primary Level)
Commodore-64 **9.95**

Bluebook #COM-28234

SYMBOLS 2 **1200**
Matching fraction symbols to the given picture. (Primary Level)
Commodore-64 **9.95**

Bluebook #COM-28235

FRACTION COMPARISONS **1200**
The student must compare two given fractions by typing in less than, greater than, or = symbols. A 10 problem summary is given. Help levels are provided for incorrect answers. (Primary, Intermediate, and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-28236

FRACTION EQUIVALENTS 1 **1200**
Choose to reduce a fraction to lowest terms or find an equivalent fraction for given fraction. (Intermediate and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-28237

FRACTION REDUCING **1200**
Teaches fraction reduction with chart diagram. (Primary and Intermediate level).
Commodore-64 **9.95**

Bluebook #COM-28238

ADD FRACTION 1 **1200**
Adding fractions, with like denominators, with or without reducing. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28239

ADD FRACTIONS 2 **1200**
Adding fractions, with unlike denominators, without reducing. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28240

SUBT. FRACTION 1 **1200**
Subtraction fractions, with like denominators, with or without reducing. (Intermediate level).
Commodore-64 **9.95**

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Bluebook #COM-28241

SUBT. FRACTION 2 **1200**
Practice subtracting fractions with unlike denominators (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28242

MIXED FRACTION1 **1200**
Practice with mixed fractions and diagrams. (Primary and Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28243

MIXED FRACTION 2 **1200**
Practice in determining which picture describes a given mixed fraction. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28244

IMPROPER FRACTION 1 **1200**
Practice in changing mixed fractions to improper fractions. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28245

IMPROPER FRACTION 2 **1200**
Practice in changing improper fractions to mixed fractions. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28246

DECIMAL CONCEPT **1200**
Graphic display of tenths and hundredths as it relates to decimal numerals, is used. The student will learn to write the decimal representations. Student interaction and help levels are provided. (Intermediate and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-28247

DECIMAL ADDITION **1200**
Animated graphics are used to help the student learn the concept of decimal addition. Help levels are provided whenever errors are made by the student. An emphasis on the placement of the decimal point is included. (Intermediate and Jr. High level).
Commodore-64 **9.95**

Bluebook #COM-28248

DECIMAL SUBTRACTION **1200**
Animated graphics are used to help the student learn the concept of decimal subraction. Help levels are provided whenever errors are made by the student. An emphasis on the placement of the decimal point is included. (Intermediate and Jr. High level)

Commodore-64 **9.95**

Bluebook #COM-28249

DECIMAL MULTIPLICATION **1200**
The long multiplication algorithm is used in this program on multiplication of decimals, with an emphasis on the placement of the decimal points. (Intermediate and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-28250

DECIMAL DIVISION **1200**
The algorithm for long division is used for division of decimals. Help levels are provided when needed by the student. (Intermediate and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-28251

PERCENT CONCEPTS **1200**
The computer provides immediate feedback in helping the student learn the concept of percent. (Intermediate and Jr. High level).
Requires Commodore 64. **9.95**

Bluebook #COM-28252

PERCENT ESTIMATION **1200**
Solving percent estimation problems using rounding techniques. (Intermediate and Junior High Level)
Commodore-64 **9.95**

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Bluebook #COM-28253

PERCENT-RATE **1200**
A rate-base percentage problem is given and the computer helps the student find the rate, using a related equation. (Intermediate and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-28254

PERCENT-BASE **1200**
A rate-base percentage problem is given and the computer helps the student find the base, using a related equation. (Intermediate and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-28255

PERCENTAGE **1200**
A rate-base percentage problem is given and the computer helps the student find the percentage. (Intermediate and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-28256

DECIMAL CONVERSION 1 **1200**
A common division method of converting fractions to decimals is used by the computer to help the student learn this important technique. (Intermediate and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-28257

DECIMAL CONVERSION 2 **1200**
The student receives tutorial help in converting decimal numerals to common fractions. (Intermediate and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-28258

DECIMAL ESTIMATION **1200**
Solving decimal estimation problems using rounding techniques. (Intermediate and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-28259

DECIMAL COMPARISON **1200**
Skill levels with tutorial help are used to guide the student in learning to find the smallest/largest of the given decimal numbers or to work a set or given decimal numbers. (Intermediate and Jr. High Level)
Requires Commodore 64. **9.95**

Bluebook #COM-28260

DECIMAL ROUNDING **1200**
Options for various levels of difficulty and levels of help are provided in rounding decimal numbers. (Intermediate and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-28261

ZAP MULT. 2-6 **1200**
Multiplication game for two people, provides practice of facts for number 2-6. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28262

FAST ADD **1200**
Ten levels of difficulty for adding one-and-two-digit numbers. (Primary, Intermediate, Junior and Senior High, Adult Level)
Commodore-64 **9.95**

Bluebook #COM-28263

ZAP ADD 2-6 **1200**
Addition game for two people providing practice of sums for range 2-6. (Primary and Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28264

PLACE VALUE 2 **1200**
Timed practice in place values. (Primary and Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28265

ROUNDING **1200**
Round numbers to the nearest 10-100-1000- or ten-thousands' place. (Intermediate Level)
Commodore-64 **9.95**

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Bluebook #COM-28266

RULER [cm] **1200**
Determine length of given strip in centimeters using ruler simulation. (Primary and Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28267

RULER [INCHES] **1200**
Determine length of the given strip in inches with the ruler simulation. (Primary Level)
Commodore-64 **9.95**

Bluebook #COM-28268

RULER FRACTION 1 **1200**
Get a ride on a spaceship by determining the position of the spaceship on the given ruler simulation. (Primary and Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28269

INEQUALITIES **1200**
Practice in deciding if the given number is greater than, less than, or equal to the other given number. (Primary and Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28270

ADD FACTS 0-5 **1200**
Two types of timed practice for addition facts 0-5. (Primary and Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28271

SUBT. FACTS 0-5 **1200**
Two types of timed practice for subtraction facts 0-5. (Primary and Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28272

MULT. FACTS 0-25 **1200**
Two types of timed practice for multiplication facts 0-25. (Primary and Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28273

DIV. FACTS 0-25 **1200**
Two types of timed practice for division facts 0-25. (Primary and Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28274

ADDING BLOCKS **1200**
Practice in addition problems with use of shapes. (Primary Level)
Commodore-64 **9.95**

Bluebook #COM-28275

ZAP MULT. 5-9 **1200**
Multiplication game for two people which provides practice of facts for numbers 5 through 9. (Intermediate Level).
Commodore-64 **9.95**

Bluebook #COM-28276

ZAP ADD 5-9 **1200**
Addition game for two people which provides practice of sums for numbers 5 through 9. (Primary level)
Commodore-64 **9.95**

Bluebook #COM-28277

COUNT MULTIPLES **1200**
Count by multiples ranging from 2 to 10. (Primary Level)
Commodore-64 **9.95**

Bluebook #COM-28278

RULER FRACTIONS 2 **1200**
Get a ride on a spaceship by determining the position of the spaceship on the given ruler simulation which is divided into fourths or eighths of a unit. (Primary and Intermediate level.)
Commodore-64 **9.95**

Bluebook #COM-28279

MULT. FACTS 0-100 **1200**
Timed drill in multiplication of products 0-100. (Intermediate Level)
Commodore-64 **9.95**

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Bluebook #COM-28280

DIV. FACTS 0-81 **1200**
Timed drill in division, for problems with dividends 0-81. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28281

COMPARE FRACTIONS **1200**
Determining if the given fraction is greater than, less than, or equal to the other given fraction. (Intermediate and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-28282

LONG MULTIPLY **1200**
Practice in long multiplication of two-or three-digit number by two-digit number. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28283

RULER OBJECTS [INCHES] **1200**
Measuring the length of given objects using inches. (Primary and Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28284

RULER OBJECTS [cm] **1200**
Measuring the length of given objects using centimeters (Primary and Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28285

FRACTION-EQUIV 1 **1200**
Practice in finding the equivalent fraction of a given fraction. (Intermediate and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-28286

COMMON DENOMINATOR **1200**
Determining the common denominator of the two given fractions. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28287

ADD FRACTIONS 3 **1200**
Adding fractions, with unlike denominators, with reducing. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28288

SUBT. FRACT. 3 **1200**
Practice in subtracting fractions with reducing. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28289

SUBT. CONCEPTS **1200**
Practice in the understanding of subraction concept. (Primary Level)
Commodore-64 **9.95**

Bluebook #COM-28290

MULT. CONCEPTS **1200**
Practice in learning multiplication concepts. (Primary and Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28291

MULT/DIV MACHINE 1 **1200**
Practice is provided for division and multiplication facts through the use of an animated machine. (Intermediate and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-28292

MULT. ALGOR. 1 **1200**
Multiplication of one-and two-digit numbers times 10, 100's, and 1,000's. (Intermediate, Junior and Senior High Level)
Commodore-64 **9.95**

Bluebook #COM-28293

MULT. ALGOR. 2 **1200**
Multiplication of one-and two-digit numbers times two-and three-digit numbers. (Intermediate, Junior and Senior High Level)
Commodore-64 **9.95**

Bluebook #COM-28294

DIV. CONCEPT 1 **1200**
Practice in learning division concepts. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28295

DIV. CONCEPT 2 **1200**
Practice on the understanding of the division concept. (Primary and Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28296

MULT. ALGOR. 3 **1200**
Multiplication of 2 or 3 digit numbers by 10's or 100's. (Intermediate, Junior and Senior High Level)
Commodore-64 **9.95**

Bluebook #COM-28297

MULT/DIV MACH. 2 **1200**
Practice is provided for division and multiplication facts through the use of an animated machine. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28298

DIV. ALGOR. 1 **1200**
Practice in division with or without remainders. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28299

MULT. CONCEPTS 2 **1200**
Practice in learning multiplication concepts. (Primary and Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28300

DIV. ALGOR. 2 **1200**
Long division problems with or without remainders. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-28301

ADDITION CONCEPT **1200**
Add cars to the train engine and send it on its way by answering problems in beginning addition math concepts. (Primary Level)
Commodore-64 **9.95**

Bluebook #COM-28302

FUNDAMENTALS OF MATHEMATICS **438**
A complete system of printed material and computer programs of 1) tutorial material 2) drill and practice. Lessons and programs are correlated with the essential mathematics objectives for the Texas Assessment of Basic Skills. The learning system includes worksheets, pre-tests, post tests, sample problems, and problems. The instructional strategies utilized in this program are 1) tutorial 2) drill and practice 3) problem solving.
The available student/teacher instructional documentation for the use of this program includes activity/worksheets, program operating instructions, teacher's guide, follow-up activities. pre-tests, and post-tests.
Topics covered range from word problems to use of maps, simple interest to addition of decimals, and more, 88 total programs with a speed drill as the 89th program.
Requires: Pet Or 64, with 2000 or 4000 disk drives
6-disk set 249.95

Bluebook #COM-28303

THE METRIC BRAIN **1279**
With this program all measurements including volume measurements from and to the metric system are instantly at your command. An unbelievable time saver for draftsmen, engineers, or construction personnel or just utilize it at home as a teaching and guidance tool.
Requires: VIC-20 or Commodore 64.
Cassette 12.95

Bluebook #COM-28304

THE MATH MAGICIAN **1279**
Designed as a learning tool for children, this series of programs will teach addition, subtraction, multiplication, or division. Program allows you to make problems as easy or as difficult as you wish. For example, you can have single digit addition or 3 digit addition with a single input into the program. As your children become more proficient you can increase the difficulty of this program. A calculation of the number right and wrong is maintained. A great diversion from the games and certainly more educational.
Requires VIC-20 or 64. **Cassette 14.95**

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Bluebook #COM-28305

FUN FRACTIONS **1286**
Teaches the student how to overcome the difficulties in arithmetic operations of fractions. Vic shows on the screen "blackboard" the steps to add, subtract, multiply, divide, and reduce fractions. Selection is made between Elementary and Junior High problems. The Junior High problems present signed fractions and understanding of positive and negative fractions. After VIC's turn the student takes a turn with a new set of randomly generated numbers, and answers each step noted by a question mark. If the correct answer is given the falling jumpers parachute opens and he lands safely. The parachute jumper descends at a rate self adjusting to the student's ability. The answer is given by VIC if he reached the ground before the correct answer is given by the student. Intermediate steps are shown by VIC and the student in the easy and medium levels. If the correct answer is not given after three tries then VIC gives the correct answer. The student recieves immmediate praise for correct answers, and help when difficulty arises. At the end of the session the practice is automatically graded, with % correct, number of correct answers by the student, and number of answers given by VIC. The levels of diffucluty and selection of problems provide practice and growth for elementary beginners, enrichment or challenge groups, and algebra level students.
Grades 4-9
Requires VIC-20 and 8K Memory Expansion.
Cassette 19.95
Disk 24.95

Bluebook #COM-28306

POTATO FACTORY [BASE NUMBERS] **1282**
While introducing the student to different number bases, the program illustrates the concepts involved in converting from one base to another. The graphics become concrete examples for the abstract ideas involved in the understanding of base numbers. The student's understanding of place value is strengthened by grouping potatoes into bags, boxes, stacks and trucks. Plenty of action and movement involved in this program, with a personal touch since the potato factory bears the student's name. Knowledge of other bases reinforces and extends the student's ability to work with base ten. The student is given a choice of bases, explanations followed by randomly generated examples and problems to solve, summing up with a complete error analysis and appropriate messages. Elementary and up.
Requires: PET/CBM 64 **16K Cassette 20.00**
16K Disk 24.95

Bluebook #COM-28307

ANIMAL ZAP **1347**
A fast moving program based on a popular arcade game. Two programs in one, Animal Zap requires players to shoot animals and reptiles (but not plants) entering the screen, while Number Zap requires players to shoot all odd numbers and multiples of three. Grades 2-6. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-28308

TIC-TAC MATH **1347**
Players answer math problems to get on the game board. Varying difficulty levels of addition, subtraction, and multiplication problems may be selected. Grades 2-6. **Requires: Commodore 64 and DATASSETTE 16.95**

Bluebook #COM-28309

DIVISION DERBY **1347**
Players' horses advance by correctly answering simple division problems. Game-like format for two to five players. Grades 3-6. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-28310

COLUMN ADDITION **1347**
Instruction and drill program involving six numbers of two to four digits each. Columns are highlighted and added from right to left. Missed columns are immediately set aside and reviewed. Grades 3-8. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-28311

MATHMAN **1347**
Save Mathman from the boiling acid in this mathematics "hangman" type program. Varied options include math terms, math tools, or equations. Grades 4-8. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-28312

MATH IQ **1347**
A graphic smartness scale keeps track of progress during a timed drill on addition, subtraction, multiplication, division or a combination of these. Grades 2-6. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-28313

INTEGERS I **1347**
Graphically reviews integer mathematics using the number line method of simple addition and subtraction. Drill problems include positive and negative axis representations. Performance summarized. Grades 6-9. **Requires: Commodore 64 and DATASSETTE 16.95**

Bluebook #COM-28314

LASER PERCENTS **1347**
A test of skill and knowledge of percentages for one to five players. Each player must figure what percentage of a given bar is shaded and direct the laser to fire at that point. Grade 4. **Requires: Commodore 64 and DATASSETTE 16.95**

Bluebook #COM-28315

FACTOR WHEEL **1347**
Each player selects a number from the factor table then spins the wheel. If the wheel stops at a factor of your number, and you recognize it, you win four gold pieces—otherwise you lose some of your gold. Grades 5-6. **Requires: Commodore 64 and DATASSETTE 16.95**

Bluebook #COM-28316

MULTIPLICATION RACE **1347**
Players' horses advance by correctly answering simple multiplication problems. Game-like format for two to five players. Grades 3-6. **Requires: Commodore 64 and DATASSETTE 16.95**

Bluebook #COM-28317

MATHWORK **1347**
Practice and drill on addition, subtraction, and multiplication. Performance summarized. Grades 2-6. **Requires: Commodore 64 and DATASSETTE 16.95**

Bluebook #COM-28318

AREA AND PERIMETER **1347**
Introduces the formulas needed to figure area and perimeter with graphic illustrations. Five problems test student comprehension. Missed problems result in additional instruction and problems. Grades 3-6. **Requires: Commodore 64 and DATASSETTE 16.95**

Bluebook #COM-28319

GOTCHA MATH **1347**
Allows up to five players of varied skill levels to compete using a combination of math skills and chance. Students pull the level on the Gotcha Machine, which comes up with a suitable math problem or a GOTCHA! Grades 1-6. **Requires: Commodore 64 and DATASSETTE 16.95**

Bluebook #COM-28320

ROMAN NUMERALS **1347**
Teaches the concept of Roman numerals and how to convert between Arabic numbers and Roman numerals. Includes drill. Grades 4-8. **Requires: Commodore 64 and DATASSETTE 16.95**

Bluebook #COM-28321

WITCH NUMBER **1347**
The witch has a number and you must try to guess it or be turned into a bug! Use the keypad to move around the Witch's house as you try to discover clues. Grades 2-6. **Requires: Commodore 64 and DATASSETTE 16.95**

Bluebook #COM-28322

SQUARE ROOT **1347**
Instruction and drill on the process of determining the square root of a number. Junior High. **Requires: Commodore 64 and DATASSETTE 16.95**

Bluebook #COM-28323

SUBTRACT IT **1347**
Large numbers are used to teach a child the fundamentals of subtraction. Fifteen problems are given. Performance summarized. Grades 1-3. **Requires: Commodore 64 and DATASSETTE 16.95**

Bluebook #COM-28324

MULTILANCHE **1347**
A multiplication problem must be answered correctly in order to stop each falling block. An avalanche type game with varied difficulty levels and increasing speed. Grades 3-8. **Requires: Commodore 64 and DATASSETTE 16.95**

Bluebook #COM-28325

ADD IT **1347**
Large graphic numbers form a one, two, or three digit addition problem for the beginning math student. A large, blinking cursor takes the student through each step of the problem. Performance is summarized. Grades 1-3. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-28326

ADDITION 1 TUTOR **1347**
This tutorial program uses inch-high numbers and graphics to teach simple addition. A drill follows with performance summarization. Grades K-2. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-28327

ADDITION 2 TUTOR **1347**
Graphics aid in teaching addition with one place carrying. Utilizes base ten regrouping with lively displays. A drill follows with performance summarization. Grades 1-4. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-28328

SUBTRACTION 1 TUTOR **1347**
This tutorial program uses lively graphics to teach the concepts of subtraction with numbers where no borrowing is required. Performance summarized. Grades 1-3. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-28329

SUBTRACTION 2 TUTOR **1347**
This tutorial program uses lively graphics to teach the concepts of regrouping and borrowing with two-digit numbers less than 99. Performance summarized. Grades 2-4. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-28330

MATHO! **1347**
This program quizzes the student on math problems of varying difficulty levels (with occasional fractions). Each problem is repeated for positive reinforcement. Correct answers receive animated graphic displays. Performance summarized after twelve problems. All ages. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-28331

TRIANGLES **1347**
The student is given a brief explanation of how triangles are classified and the differences between acute, obtuse, right, equilateral, scalene, and isosceles triangles. Quiz follows with performance summarized. Grades 5-7. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-28332

TOYSTORE **1347**
The computer will give you a dollar to spend at the toy store. Toys and their prices are displayed on the screen. After deciding on a purchase, you will be asked how much money you will have left after the purchase. If you are incorrect, you cannot purchase that toy. The game ends when you have five or less cents left. Grades 1-3. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-28333

MULTIPLICATION TUTOR **1347**
This tutorial program uses lively graphics to teach the concepts of multiplication. Grades 4-6. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-28334

REDUCING FRACTIONS **1347**
Players are given a chance to fire a cannon at the computer by correctly reducing a given fraction to its lowest terms. Grades 3-6. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-28335

DECIMALS **1347**
This program has five levels of difficulty in rounding off decimals. If an error is made, a step by step tutorial is given. Performance summarized. Grades 4-8. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-28336

SOOPER SCOOPER **1360**

A math quiz to assist K-6 in a range of skills from counting skills through addition, subtraction, multiplication, and division. Novel computer graphics are used such as cartoon characters and animation.

Requires Commodore Pet and Hartsfeld board modification using program interface chip. Disk 125.00

29000 • Energy

Also See Related Categories: 37000 General Science
41000 Home & Household
62000 Physics

Bluebook #COM-29000

WOOD HEAT-1 **416**
Helps to determine the economy of heating with wood. To be useful, you must have some idea of your current energy costs.
Requires: Commodore-64 **Disk 64K 25.00**

Bluebook #COM-29001

ENERGY AT WORK **914**
Discusses briefly the five forms of energy, where they come from and how they are used. Atomic, electrical, chemical, solar and mechanical energy are explained in very simple terms. A game follows which rewards the correct answer and corrects the incorrect answer with no penalty.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-29002

THE GASOLINE UN-GUZZLER **1279**
This energy saver program is the next best thing to having a computer in your car. Upon input of the gallons consumed and mileage, you'll know instantly your miles per gallon for that period. Helps cure the heavy foot syndrome!
Requires VIC-20 or 64. **Cassette 10.95**

32000 • Farming & Agriculture

Also See Related Categories: 10000 Accounting
17000 Business Management
33000 Finance
60000 Personal Finance
76000 Utilities

Bluebook #COM-32000

CYBER-FARMER **720**

A self-contained single entry farm accounting system. With today's economy it is essential for farmers to keep a tight control over their operations. This control can be achieved through Cyber-Farmer's comprehensive profit analysis and record-keeping capabilities. The following reports not only aid in farming operation decisions but also ease tax planning and preparation:

- Budget Analysis
- Cash Flow Analysis
- Depreciation Schedules
- General Ledger
- Marketable Inventory
- Money Borrowed, Debt Paid

Effective use of Cyber-Farmer does not require prior experience with computers. The package includes a fully documented manual and sample data. Account names and numbers are preset and ready for use, however, they may be changed to suit individual needs.
Equipment Required: 4000 or 8000 Series Computer, 4000 or 8000 Series Dual Disk Drive, and any properly interfaced printer.

Bluebook #COM-32001

CYBER-FARMER 64 **720**

A single-entry farm accounting software package, for the Commodore 64 computer. Helps farmers maintain current and accurate records of their operations. Reports generated by the program assist decision making, financial planning and tax preparation.
KEY REPORTS:

- Budget Analysis
- Cash Flow Analysis
- Depreciation Schedules
- General Ledger
- Marketable Inventory
- Money Borrowed, Debt Paid

Cyber-Farmer 64 is user friendly and does not require any prior computer experience. This program is fully documented and sample data is provided. Account names and numbers are preset and ready to use; however, they may be changed to suit individual needs.
Equipment Needed: Commodore 64 Computer, 2 Model 1541 Single Disk Drives, and any properly interfaced printer. **195.00**

Bluebook #COM-32002

FARMER'S WORKBOOK **720**

The twenty-three programs in the Farmer's Workbook are designed to provide valuable information about the financial performance of a farming enterprise. Planning is improved through the ability to simulate alternative business decisions to determine the most profitable course of action. The Farmer's Workbook collection assists decision-making in four major areas:

- Equipment
- General Business
- Grain Management
- Livestock Management

The Farmer's Workbook enables the user to obtain desired results without becoming overwhelmed with the setting up of the various programs.
Requires the use of VisiCalc.

Bluebook #COM-32003

HOG PRODUCTION SYSTEM **720**

A set of VISICALC templates designed to aid hog producers with the recordkeeping and management of their operations. HPS maintains production records and costs of the herd from farrow to sale or farrow to finish. The cashflow and production templates facilitate efficient management of these vital aspects of the operations. The CASHFLOW templates maintain records for 27 various categories such as: feed, fuel, supply/repair, labor, and taxes. In addition to providing current month, year to date, and prior year costs, the cashflow templates allow for the preparation of monthly and yearly budgets. At the end of each month the above reports are totaled to show monthly,

year to date, and prior year costs, then actual costs are compared with the monthly and yearly budgets. In addition to maintaining total costs records, HPS breaks down the cashflow categories to allocate monthly and year to date costs per pig. Another template of the system maintains records for checks written for the various expenses of the CASHFLOW template. The PRODUCTION templates maintain production records for the prior year, current month, current year and year to date averages. In addition, 21 categories of data such as: litters farrowed, litters weaned, sows bred in the current month, sow herd average, and total pounds sold are recorded. From this information, 13 different figures, such as pigs born per litter, pigs born alive per litter, conception percentage, total death loss, average pounds per head, average cost per pound and average cost per pig are derived.

Bluebook #COM-32004

FARM **1141**

This program is a geography simulation about operating a small mixed farm. Extensive documentation is provided as well as a Teacher's Manual which provides suitable information for the teacher to construct a teaching unit on agriculture. The program is designed with a game format to maintain student interest and to create incentive to do well. We recommend this program for use in grades 6 and up.

Requires Pet and 16K. **25.90**

33000 • Financial

Also See Related Categories:
- 10000 Accounting
- 11000 Advanced Mathematics
- 17000 Business Management
- 60000 Personal Finance
- 72000 Statistics
- 74000 Tax

Bluebook #COM-33000

CAPTIAL INVESTMENT ANALYSIS 416
Analyze capital investments as a return on investment, net present value, or internal rate of return. Method uses annual cash flows as input.
Requires Commodore 64 and 64K Memory. Disk 25.00

Bluebook #COM-33001

FINANCE 1123
Calculates various investment values and loan payments, balances and terms.
Requires: Commodore 64 or VIC-20 5.95

Bluebook #COM-33002

VICKY CALC 1279
A handy calculator program to maintain addition or subtraction totals on horizontal or vertical matrix. Screen position can be scrolled to left and right to overcome screen limitation. An easy to use program with real utility for our 'calc' fans. May even be used for performing simple payroll calculations for several employees with totals provided automatically. 12 X 12 calculation matrix.
Requires VIC-20 or 64. Cassette 12.95

Bluebook #COM-33003

THE DEPRECIATOR 1279
Select straight line, double declining balance, or sum of the years digits method, and upon input of principal data performs all necessary calculation for useful life of property. Determines salvage value of property too.
Requires: VIC-20 or Commodore 64.
Cassette 13.95

Bluebook #COM-33004

THE MORTGAGE CALCULATOR 1279
Calculate your monthly mortgage or loan payment with an infinitely variable input of the principal of the loan, interest charges, or term of the loan.
Requires: VIC-20 or Commodore 64.
Cassette 9.95

Bluebook #COM-33005

THE MORTGAGE COMPARER 1279
With this program you will be able to compare alternate mortgage or loan commitments to determine which deal is better for you. Allows changes in principal, interest rate, term, or all three, and can be utilized by bankers or borrowers alike.
Requires VIC-20 or 64. Cassette 8.95

Bluebook #COM-33006

RULE OF '78 1279
This program has been designed for the financial community to calculate a pay-off balance under the Rule of '78. Whether you're a banker of borrower you'll be able to use this program as a check to make certain that your figures are correct. If you don't know how to calculate under the Rule of '78 then this does it all for you.
Requires: VIC-20 or commodore 64.
Cassette 12.95

Free Product Information
Is Available When
You Use The Reader Action Card

Bluebook #COM-33007

THE AMORTIZER **1279**
If you have a Vic Printer then you can print complete mortgage or loan amortization schedules with yearly totals of principal and interest for the life of the mortgage or loan. Perfect for a real estate office, law office, or mortgage department of a financial institution.
Requires:VIC-20 or Commodore 64, Printer Optional.
Cassette 24.95

Bluebook #COM-33008

THE LOAN REPAYER **1279**
When you add up all your interest that you pay on a loan does it really pay you to take the loan out in the first place? Find out what that loan really costs you. You'll be amazed. Why not find out on your computer first. It's less painless that way and it won't hurt your pocketbook.
Requires: VIC-20 or Commodore 64.
Cassette 11.95

Bluebook #COM-33009

THE STOCK TICKER TAPE **1279**
This program maintains a profile of your investments, their gains or losses, with related information including broker commissions. Use this program after accessing telephone information through the Source or Compuserve and respond by making buy or sell decision on the spot. Permits recording for permanent storage and retrieval.
Requires: VIC-20 or Commodore 64.
Cassette 16.95

Bluebook #COM-33010

THE SUPER BROKER **1279**
An abbreviated yet highly useful version of the Ticker Tape. Access to the bottom line comes quicker and input is more limited. Great when you're screaming on the exchange floor and have little time to wait.
Requires: VIC-20 or Commodore 64.
Cassette 12.95

Bluebook #COM-33011

PRESENT VALUE **1279**
With this program your financial decisionmaking will be raised to a more sophisticated level. Precise calculation of present value will now be possible without hiring an actuary in the process.
Requires: VIC-20 or Commodore 64.
Cassette 13.95

Bluebook #COM-33012

EASYCALC 64 **1343**
An electronic worksheet with instant "what if" type calculations in row and column format. Text for labels and explanations, along with formulas and numeric data, can be input, analyzed, printed and saved to disk.
Requires: Commodore 64, 1541 Disk Drive **99.95**

Bluebook #COM-33013

EASYFINANCE 64 **1343**
An assortment of useful and often needed financial and business aids. Among some of the problems it can help you solve are accounting, annuities, banking, financial planning, and investments. **Requires: Commodore 64, 1541 Disk Drive** **49.95**

Bluebook #COM-33014

LOAN AMORTIZATION **1347**
Neatly prints out an amortization chart for any loan or mortgage. Prints year-end figures, and final figures in a nicely formatted and paged printout. Suitable for resale or business uses. **Requires: Commodore 64, DATASSETTE, and 1525 printer** **16.95**

34000 • Foreign Language

Also See Related Categories: 47000 Language Arts

Bluebook #COM-34000

FOREIGN LANGUAGE SERIES 1 **1166**
These vocabulary drills feature oversize letters to aid in recall and to facilitate classroom use. The student chooses whether he will respond in English or French/Spanish. If the student chooses English the program types out the word in French/Spanish with the correct diacritical marks and the student types in the English translation. If the student is to respond in the foreign language, he must type in the correct accent marks (Cedilla, Acute, Grave, etc.). These special accent marks are obtained by typing a key on the numeric pad. The teacher guides list all the words that are used randomly in these drills. Unit 1 contains approximately 200 nouns, grouped in convenient topic area.
Requires 16K Pet. Specify French or Spanish. 4 Tapes for each language. 20.00/Cassette.

Bluebook #COM-34001

FOREIGN LANGUAGE SERIES 2 **1166**
Contains approximately 175 verbs, grouped according to ending types.
Requires 16K Pet.
Specify French or Spanish.4 Tapes for each language. 20.00/Cassette

Bluebook #COM-34002

FOREIGN LANGUAGE SERIES 3 **1166**
Contains approximately 75 numbers, colors, months, and other useful words.
Requires 16K Pet.
Specify French or Spanish. 4 Tapes for each language. 20.00/Cassette

Bluebook #COM-34003

FOREIGN LANGUAGE SERIES 4 **1166**
Specially designed so that the teacher can make up drill programs which correspond to the class lessons. The teacher does not need to know computer programming, since the program guides the teacher step-by-step. The teacher may customize any vocabulary list and save it for review or future use.
Requires 16K Pet.
Specify French or Spanish. 4 Tapes for each language. 20.00/Cassette

36000 • Games

Also See Related Categories: 15000 Basic Learning Skills
25000 Demonstration Programs
38000 Graphics
59000 Personal
71000 Sports

Bluebook #COM-36000

B-1 NUCLEAR BOMBER **448**
You are the pilot of a B-1 bomber on a mission over the Soviet Union. You must fly through stiff Russian defenses to the target city, bomb it, and return home. Your computer controls the Soviet MIG fighters and surface-to-air missiles. You must rely on your electronic counter measures and self-defense missiles.
Requires PET/CBM 2001, and 16K Cassette.

Bluebook #COM-36001

LORDS OF KARMA **448**
Like an intriguing puzzle! The fun is in deciphering secrets while exploring a mythical, magical city and countryside, while at the same time avoiding lurking monsters. You tell the computer what you want by typing simple sentences. The computer has many surprises in store.
Requires PET/CBM 2001, and 32K Cassette.

Bluebook #COM-36002

TANK ARCADE **448**
Classic arcade action. Players pre-determine how many hits it will take to wipe out their opponents and then go to battle to plummet their human counterpart (or the computer) with their best tank battlefield strategy. TANK ARCADE is a fast paced solitaire or two player game with nifty graphics. The battlefield randomly changes after each playing.
Requires 5K Cassette for VIC-20, or 8K for PET/CBM 2001.

Bluebook #COM-36003

PLANET MINERS **448**
One of four players compete with each other and the computer to stake valuable mining claims throughout the solar system in the year 2050. Each player must decide which ships to send to which planets and when to try "dirty tricks" like a sabotage and claim jumping.
Requires PET/CBM 2001, and 16K. **Cassette 16.00**

Bluebook #COM-36004

CONFLICT 2500 **448**
In 2500 A.D., earth is threatened by attacking aliens programmed with an infinite number of attack strategies with which to tease the player who must defend earth. A variety of spaceships on the screen adds an extra dimension to the excitement and suspense of this clever SF game. A game for one to ten players in which you can control the length of the game and its difficulty.
Requires PET/CBM 2001, and 16K Cassette.

Bluebook #COM-36005

COMPUTER ACQUIRE **448**
The object of the game is to become the wealthiest person in the "business" game about hotel acquisitions and mergers. For 2 to 6 players it is a subtle game of interplayer strategy. As a solitare game you play against the computer. One can even pit the computer against itself in this faithful recreation of the classic board game.
Requires PET/CBM 2001 and 16K. **Cassette 20.00**

Bluebook #COM-36006

NUKEWAR **448**
Nuclear confrontation between two hypothetical countries. Defend your country by massive espionage efforts, or by building jet fighter bombers, missiles, submarines and anti-ballistic missiles. Your cold and calculating computer will choose its own strategy! Very fast paced for players of all ages and levels of experience.
Requires PET CBM 2001. **16.00**

Bluebook #COM-36007

ANDROMEDA CONQUEST **448**
Vast scale space strategy game of galactic colonizing and conquest. A game in which one to four players compete to form galactic empires throughout the star systems. Each star system has unique attributes such as strange life forms and alien technologies that make interstellar exploration and battle exciting.
Requires PET CBM 2001.

Bluebook #COM-36008

TELENGARD **448**
Microcomputer Dungeon Adventure game. In the mysterious underworld of TELENGARD, there are fifty levels of ever-more complex mazes for mighty adventurers to explore. Various means of survival tactics are at the adventurers disposal and all of the necessary ingredients have been incorporated into this real time fantasy and role-playing game. Using wits, magic, and fast thinking the players delve deeper and deeper into the depths of TELENGARD to fight monsters and reap very valuable rewards. Other not so lucky contestants have never been heard from again!
Requires 32K PET CBM. **23.00**

Bluebook #COM-36009

DRAW POKER **448**
The crowd couldn't make it over for the regular weekly game? Relax, your personal computer will play 5 Card DRAW POKER and bring the crowd with it. COMPUTER DRAW POKER sets you up with four other players controlled by the computer. Lucky, Shifty, Ace, and Slim are their names and they play a smart and mean game, each in their own way. Your opponents will not be afraid to bluff on occasion and they do not bet foolishly. So be prepared to become a high stakes loser, or if lady luck is with you, a big time winner.
Requires 8K PET. **Cassette 16.00**

Bluebook #COM-36010

TANKTICS **448**
Armored combat on the Eastern front of WWII. Includes full-color mounted mapboard and counters. You, as the German tank platoon leader, start the game outnumbered 2 to 1. However, you choose your tank types before each of 5 scenarios. You also specify what your opponent, the computer is to have before going after or defending the specified objective from the Russians.
Requires PET/CBM 2001 and 16K. **Cassette 24.00**

Bluebook #COM-36011

BOMBER ATTACK **448**
Arcade game of ground to air warfare, BOMBER ATTACK is a real time fast action game that puts you in command of a supersonic bomber over enemy terrain. You must drop all 25 bombs on key locations before the enemy can down your bomber. But watch out for Red Cross hospitals, they're neutral ground as provided in the Geneva Convention!
Requires 8K PET. **Cassette 16.00**

Bluebook #COM-36012

GUNS OF FORT DEFIANCE **448**
In this exciting arcade game, you are the commander of a 19th Century artillery piece in a besieged stockade. For each shot you must specify a type of ammunition—ball, cannister, shell or spherical case—and fuse length (if applicable), and set the elevation and deflection of the cannon. The computer controls the enemy forces, randomly attacking with cavalry, infantry or another artillery piece.
Requires PET CBM 2001, 16K Cassette.

Bluebook #COM-36013

COMPUTER BASEBALL STRATEGY **448**
Allows the player, as the manager of the home team, to test his skill against a wily and unpredictable opponent, his own computer. Presents the player with realistic challenges to his skill as a manager while maintaining the incredible enjoyment and ease of play that made the original Baseball Strategy great. So, if you know you can do it better and are looking for a chance to prove it, COMPUTER BASEBALL STRATEGY is the game for you. Play Ball!
Requires PET CBM, 32K. **Cassette 17.00**

Bluebook #COM-36014

ROADRACER **448**
Allows one or two players to choose a type of race track and a time or lap race before they vie for the checkered flag. The race will soon be won by steady control of your vehicle traveling at speeds of 50 to 200 miles per hour. Steer into a turn too fast and you'll likely crash into a wall losing valuable time.
Requires 8K PET CBM. **15.00**

Bluebook #COM-36015

MIDWAY CAMPAIGN 448
Your computer controls a huge force of Japanese ships whose objective is to invade and capture Midway Island. In the actual engagement, the Japanese made several tactical errors which cost them the battle. Your computer probably won't make the same mistakes! You command the badly out-numbered and outranged U.S. Naval Forces. Your only advantage is surprise.
Requires PET CBM 2001, 16K. 16.00

Bluebook #COM-36016

COMPUTER STOCKS AND BONDS 448
Here's your chance to be a Wall Street genius. Players choose a general strategy and invest in the stocks that fit their game-plan. Play it safe, gamble or do a little of both. In a "bear" market players investing heavily could lose their shirts, while a "bull" market would cause them to make great gains. The winner makes the most money through game transactions.
Requires PET, 16K. **Cassette 20.00**

Bluebook #COM-36017

GALAXY 448
Have you ever wanted to conquer the universe? In GALAXY, players send their galactic fleets out to explore and conquer the universe, solar system by solar system. The planets discovered may be barren worlds or they may possess immense industrial capacity and defensive ships to resist colonization. Comes with sound effects (for computers with sound capability) and allows from 1 to 20 players to compete against each other or the computer. A different star map is randomly generated for every game.
Requires PET, 16K. **Cassette 20.00**

Bluebook #COM-36018

VOYAGER 448
A solitaire computer game that challenges the human player to explore the four levels of an alien spacecraft's maze-like corridors and rooms in 3-D simulated graphics, all the while avoiding robots programmed to blast any intruders. In order to win, the human must destroy all power generators and escape or hunt out and annihilate the killer robots. Comes with color-animated graphics and sound capabilities for computers so equipped.
Requires PET/CBM 2001, and 16K. **Cassette 20.00**

Bluebook #COM-36019

SHOOTOUT AT THE OK GALAXY 448
OK, shields up?, energy level...**check, azi**muth set?, yup. This may sound like the **latest summer** space movie thriller but in fact it's the **preparations** YOU will make when playing SHOOTOUT **AT THE** OK GALAXY. Over 2 years in the making, **SHOO**TOUT is purely graphical combining arcade excitement with just the right touch of strategy.
Requires PET CBM or VIC-20. **Cassette 20.00**

Bluebook #COM-36020

DNIEPER RIVER LINE 448
A fictionalized engagement between the Russian and German forces in the southern Ukraine in 1943. The game challenges you, the German commander, to repel Russian efforts to breach the Dnieper River defensive positions. Soviet units, controlled by the computer, seek to overrun the thin German line and capture sufficient objectives to attain victory. Has four levels of difficulty and comes complete with over 300 illustrated counters and a mounted mapboard.
Requires PET/CBM 2001. **Cassette 25.00**

Bluebook #COM-36021

WIZARD OF WOR 1093
Descend into the dungeons with your squadron of Worriers. Fight off wave after wave of monsters. Fight hand to hand with the visibles and invisibles. Challenge the Worluk and the Wizard of Wor himself. Can you defeat the Wizard of Wor in the arena? Try, if you can.
16K. **Disk 39.95**

Bluebook #COM-36022

GORF 1093
The Gorfian Empire has overrun inter-galactic space. It's your duty as The Intersteller Space Force, to fight the Gorfian Empire using all your strength and cunning. Repelling attacks by Droids, Antigravity Bombs, Antiparticle Lasers, Kamikaze Ships, Subquark Torpedoes, you get closer and closer to saving the galaxy. But, can you survive?
16K. **Disk 39.95**

Bluebook #COM-36023

DELUXE INVADERS **1093**
Battle the advancing aliens. Use your speed and skill to avoid elimination. Each assault wave grows more and more intense as you defend your planet. Final defense of the galaxy is in your hands. **16K.** **Disk 34.95**

Bluebook #COM-36024

ANTI-SUB PATROL **1093**
As the commander of three destroyer escorts, you're to track down and eliminate enemy submarines in your corridor. Use your cunning and analytical mind, and destroy the sub before it gets you. **16K.** **Disk 29.95**
Cassette 19.95

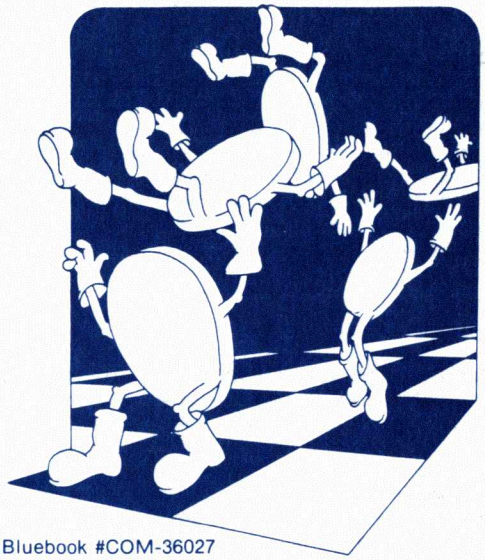
Bluebook #COM-36025

LIFESPAN **1093**
A multi-dimensional, multi-level experience, traveling through time from birth to adulthood. The player learns to handle dangerous situations by dodging and weaving, learns to explore new planets (experiences), learns to handle all situations that can be encountered in life. With this knowledge and experience, the player delves deeper into life itself. **16K.** **44.95**

Bluebook #COM-36026

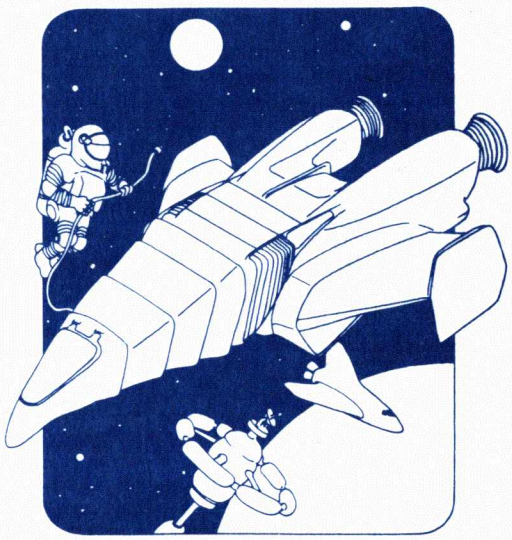
CRYPTOGRAMS **307**
This program permits the generation of 'secret' messages which are to be decoded. These cryptograms are displayed along with their unique code number classifications. To decode a cryptogram, the program is run from line 9000. Family members can challenge each other with their individually created messages. If you enjoy solving the cryptograms appearing in newspapers and crossword puzzle magazines, this program is perfect for you. Note: Two VIC users may exchange encoded messages. User 1 creates a secret message and transmits this to user 2. The code number will permit user 2 to have his VIC decipher the message should he encounter any difficulty.
Requires VIC-20 With 3K expansion cartridge.
Cassette 15.00

The Blue Book Is "User Friendly"



Bluebook #COM-36027

FLIP DISC **637**
A reversal game with various levels of difficulty. The higher levels are not for the amateur.
Requires VIC-20 **24.95**

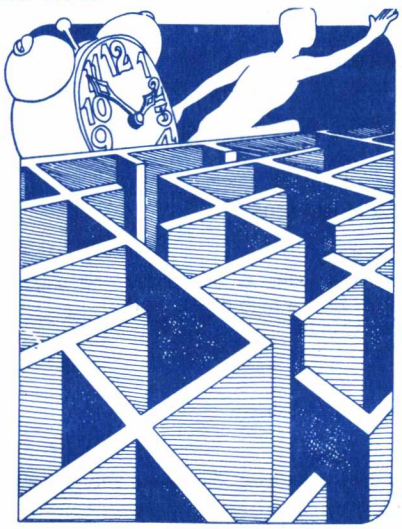


Bluebook #COM-36028

BUCK DODGERS **637**
Color arcade game. Clear a space highway, but do not destroy your ship. **21.95**

Bluebook #COM-36029

MARSH HOPPER **637**
Color arcade game. Guide your boat down the river eluding logs. Not as easy as it sounds.
Requires: VIC-20 **21.95**



Bluebook #COM-36030

PADDED CELLS **637**
Escape from a three-dimensional maze. And people thought mazes were for kids.
Requires: VIC-20 **21.95**

Bluebook #COM-36031

PONTOON MASTER **637**
Black Jack (21) card game. Excellent graphics. Are you lucky enough at cards to beat the computer or do you go bust.
Requires; VIC-20 **21.95**

Bluebook #COM-36032

ANT HILL **637**
Travel through a maze avoiding killer ants and capture the queen. Tax your frustration level.
Requires: VIC-20

Bluebook #COM-36033

JAY WALKER **637**
High paced action. Try to cross the street with a graphic cricket avoiding cars and trucks.
Requires: VIC-20

Bluebook #COM-36034

TERMINAL ZONE **720**
You are the commander of a high performance bomber on a dangerous mission to the Terminal Zone, the site of the greatest concentration of nuclear warheads on

Earth. In this game of skill and precision, you must destroy all the warheads and avoid the deadly fire of anti-aircraft missile launchers.
Requires: Commodore 64 and Joysticks. **Disk 29.95**

Bluebook #COM-36035

THUNDERBOLT **720**
Hostile space ships from another galaxy have captured the main interstellar commercial artery of the Milky Way. Your task is to eliminate the enemy fighters from various sectors of the artery with your space craft, the Constellation. But beware of the Thunderbolt! A fast action, three-dimensional game.
Requires Commodore 64 and Joysticks **Disk 29.95**

Bluebook #COM-36036

ZAP! **1407**
An all new arcade style game. Using high resolutions graphics, ultra-smooth motion, unique sound effects, and true multi-player capability, ZAP! begins a new era for the VIC-20 games enthusiast. Keyboard or joystick controlled, the players work their men through a series of tunnels while dodging robots set out to ZAP you. Do you dare re-enter a tunnel for extra treasure?
Requires VIC-20 **29.95**

Bluebook #COM-36037

KEYQUEST **1047**
An arcade/adventure game. Explore the many levels of an ancient dungeon gathering treasure and experience, destroying various monsters with your energy weapons. But beware, each dungeon level has its own hidden key, and without it there is no escape.
Requires: VIC-20 **29.95**

Bluebook #COM-36038

CRAPS **1123**
A dice game of skill and luck.
Requires: Commodore 64 or VIC 20 **3.95**

Bluebook #COM-36039

BLACKJACK **1123**
Direct from Las Vegas to your computer! Come win your fortune! Can you get a five card Charlie? Graphics.
Requires:Commodore 64 **5.95**

Bluebook #COM-36040

STAR TREK **1123**
Battle the Klingons in this classic computer game!
Requires:Commodore 64 **5.95**

Bluebook #COM-36041

SLOTS **1123**
You are at your favorite casino playing the silver dollar slot machine!
Requires: Commodore 64 **3.95**

Bluebook #COM-36042

BREAKOUT **1123**
Get ready to break you way through the wall!.
Requires: VIC-20 and Joystick **6.95**

Bluebook #COM-36043

SIMON **1123**
Have fun while improving your memory! Graphic sound game just like the popular toy!
Requires VIC-20 with 3K Memory Expander and Joystick. **6.95**

Bluebook #COM-36044

METEOR BATTLE **1123**
Try to steer your spacehip through a severe meteor storm!
Requires: VIC-20 and Joystick **6.95**

Bluebook #COM-36045

SPACE WARS **1123**
Sharpen your skills as you chase and shoot enemy tie-fighters in this high speed battle!
Requires: VIC-20 **6.95**

Bluebook #COM-36046

ROBOT CHASE **1123**
Outmaneuver attack robots chasing you, but watch out for the mines!
Requires: VIC-20 and Joystick **6.95**

Bluebook #COM-36047

SPACE BATTLE **1123**
Blast the alien spacecraft out of the sky!
Requires:VIC-20 **5.95**

Bluebook #COM-36048

VICVADERS **1123**
Try to shoot down all the invaders before your time runs out.
Requires: VIC-20 and Joystick **5.95**

Bluebook #COM-36049

VIC CAVE EXPLORER **1123**
An adventure game. Explore a multi-level cavern. Fight monsters and gather treasure.
Requires VIC-20 and 3K memory expander **5.95**

Bluebook #COM-36050

HANGVIC **1123**
Word guessing game-guess letters in the word. 6 wrong guesses and VIC is hung!
Requires: VIC-20 **3.95**

Blubook #COM-36051

LUNAR LANDER **1123**
Try to land your spacecraft on the moon before you run out of fuel and crash on the moon!
Requires: VIC-20 **3.95**

Bluebook #COM-36052

VIC ALIEN **1123**
Shoot down alien spacecraft with lasers. 3 skill levels and action!
Requires: VIC-20 **4.95**

Bluebook #COM-36053

RIVER BOAT **1123**
Steer your river boat and watch out for the logs!
Requires: VIC-20 and Joystick **5.95**

Bluebook #COM-36054

MIND STRETCHER SERIES-JIGSAW **1166**
This series was specifically designed for gifted and talented students in grades 3 through 9. Talented students do not just play games; they look for winning strategies; they analyze patterns; they develop charts of the previous moves made by the computer; they are challenged to use analytical problem solving techniques to solve these interesting, entertaining and educational puzzles. JIGSAW consists of four series of picture puzzles to assemble, ranging from a view of New York City to Whistler's Mother.
Requires 8K Pet. **Cassette 20.00**

Bluebook #COM-36055

MIND STRETCHER SERIES- **1166**
TRAFFIC JAM/CHAIN REACTION
Two programs. Both of these provide exercise in strategy, as you try to force your opponent into a vulnerable situation.
Requires 8K Pet **Cassette 20.00**

Bluebook #COM-36056

MIND STRETCHER SERIES- **1166**
RUBIK/CANDLES
Two programs. Both of these increase in difficulty to challenge the student as he develops his problem-solving skills.
Requires 8K Pet **Cassette 20.00**

Bluebook #COM-36057

MIND STRETCHER SERIES-BLACK KAYLES **1166**
Two programs. Deceivingly simple rules, but the strategy in these two contests makes use of advanced mathematical theory.
Requires 8K Pet **Cassette 20.00**

Bluebook #COM-36058

MIND STRETCHER SERIES-JINX/WELTER **1166**
Two programs. Two unique diversions to develop deductive reasoning and insight into the structure of mathematical abstractions.
Requires 8K Pet **Cassette 20.00**

Bluebook #COM-36059

MANSION/MUSEUM/PENTAGON **1256**
Deductive Detective Series. Each program has 2376 variations, up to 7 suspects, and 9 possible stolen objects. Determine criminal's name and hour crime occurred. Each program displays a floorplan, dossier of data uncovered, and has simple English commands. Suspects can be forgetful or arrive after the crime occured. Scenarios: Mansion heirlooms, Museum treasures, and secret Pentagon papers!
Specify Mansion, Museum, or Pentagon when ordering.
Requires: 8K PET **Cassette 14.95**

Bluebook #COM-36060

HIGH SEAS/FUR TRAPPER **1256**
Deductive Explorer Series. Mix in the best of "adventure" and "D&D". Scramble map every game and apply to the real world of the 1800's. Trade for needed supplies, suffer losses, and recoup (maybe). Explore until done. Scenarios: Capture three wanted pirates of the High Seas (1811, Atlantic Ocean), Help Indians locate lost tribal treasures (1848, Rock Mountains).
Requires 8K PET **Cassette 14.95**

Bluebook #COM-36061

SKIER **1243**
Thrill to downhill skiing, hitting the flags and avoiding the obstacles. Great graphics and sound, plus 3 levels of difficulty to challenge you over and over again.
Requires VIC-20 **Cassette 19.95**

Looking For A specific Program?
Try The Key-Word Index
In The Front Of The Blue Book

Bluebook #COM-36062

MAZE OF MIKOR **1243**
Adventure-packed game with stunning graphics that challenges you to steal the Warlock's gold as you try to evade the demon.
Requires: VIC-20
Cassette 19.95

Bluebook #COM-36063

TANK WARS **1243**
Match your wits against the evasive enemy as you maneuver around obstacles and avoid mines.
Requires: VIC-20
Cassette 19.95

Bluebook #COM-36064

VICTREK **1243**
Extrordinary graphics and sound add to the excitement as you scan galactic maps, maneuver through star bases and battle klingons.
Requires VIC-20 **Cassette 19.95**

Bluebook #COM-36065

PINBALL **1243**
Score points and bonuses using two flippers that guide the action through bumpers and alleys.
Requires: VIC-20
Cassette 19.95

Bluebook #COM-36066

SIMON **1243**
Four squares light and sound at random and you must imitate the sequence. It gets tougher as you get better.
Requires VIC-20 **Cassette 19.95**

Bluebook #COM-36067

FUEL PIRATES **1243**
You must act fast with your particle-cannon to protect your stock of atomic fuel from raiding pirates. A real challenge and fun too.
Requires VIC-20 **Cassette 19.95**

Bluebook #COM-36068

LASER BLITZ **1243**
You have to keep on the move to destroy enemy aircraft with your flying saucer.
Requires VIC-20 **Cassette 19.95**

Bluebook #COM-36069

PAK BOMBER **1243**
A pak monster is dropping bombs that you must catch or it will set off a chain reaction.
Requires VIC-20 **Cassette 19.95**

Bluebook #COM-36070

TANK TRAP **1243**
Build walls to protect citizens from the crazed tank driver. Four levels of difficulty each present new and exciting tests of your skill.
Requires VIC-20 **Cassette 19.95**

Bluebook #COM-36071

CONCENTRATION **1243**
Now there is a video version of this classic. Subtle differences in the blocks make this two-player game tougher than you think.
Requires VIC-20 **Cassette 19.95**

Bluebook #COM-36072

DAM BOMBER **1243**
Pilot your plane, avoiding enemy fire if you can. You must carefully time your bombs to destroy the dam and release flood waters.
Requires VIC-20 **Cassette 19.95**

Bluebook #COM-36073

TORG **1243**
Trapped within a grid, you must destroy wave upon wave of suicide attackers. The more proficient you become, the more numerous they become.
Requires VIC-20 **Cassette 17.95**

Bluebook #COM-36074

RAID ON ISRAM **1243**
Pilot your fighter across the desert, destroying fuel dumps and rocket launchers to enter the caverns protected by all manner of exotic creatures.
Requires VIC-20 **Cassette 19.95**

Bluebook #COM-36075

AGGRESSOR **1243**
As a marauder pilot, you must protect Stellarium fuel dumps from attacking Zaurian space ships. Watch out for space mines and various types of enemy ships. Nine exciting levels.
Requires VIC-20 **Cartridge 39.95**

Bluebook #COM-36076

PROTECTOR **1243**
Pit your skills against enemy pests that attack your citizens, beaming them aboard their ships to drop them into a flaming volcano. The action escalates as you must transport the citizens to another city, then to home base, before the volcano erupts.
Requires VIC-20 **Cartridge 43.95**

Bluebook #COM-36077

SHAMUS **1243**
Will challenge you with two levels of arcade action, as you search room after room to find and destroy the Shadow. You will elude attacking Robodroids, Whriling Drones, and Snap-Jumpers.
Requires VIC-20. **Cartridge 39.95**

Bluebook #COM-36078

THE QUEENS BEDROOM **1243**
Raises you from the mundane to a priceless royal adventure. Armed with stealth and your champagne popper, you must avoid royal guards and chamber maids in your quest for fame, fortune and headlines. Seeking notoriety and a cup of tea, your ultimate goal - a royal audience.
Requires VIC-20.
Cartridge

Bluebook #COM-36079

ROBOT PANIC **1243**
Places you at the controls of a drone robot journeying across the cosmos. Armed with only a laser cannon and temporary shield, you battle your way through myriad hordes of increasingly more ruthless and numerous denizens of doom intent upon your destruction.
Requires: VIC-20 **Cartridge 39.95**

Bluebook #COM-36080

PIRATES PERIL **1243**
Calls upon your wit and wisdom to successfully overcome the forces of nature in true swashbuckling fashion. Leaping from one hazard to another, you seek safe harbor to bury your booty. Just as on the high seas, courage is not enough - wisdom and cunning will prevail!
Requires VIC-20 **Cartridge 39.95**

Bluebook #COM-36081

GRIDRUNNER **1243**
64 owners can now defend the Earth's orbiting solar power station, "The Grid" from enemy Droids, Incredibly fast action, arcade quality game with multi levels and options.
Joystick required. Specify VIC-20 or 64. **39.95**

Bluebook #COM-36082

RETRO BALL **1243**
By Alick Dziabczenko
A computer enhanced simulation of air hockey, featuring all the excitment and challenge of the original. Retro Ball offers either a computer opponent or the option of a two player game. Either opponent can be handicapped to increase the challenge.
Requires Commodore 64. **39.95**

Bluebook #COM-36083

SCARE CITY MOTEL **1248**
By Robert Zbasnik
The law of supply and demand is operating as the player assumes the role of motel owner. The goal is simple—the highest profit. If there are more customers than rooms, raise the price of a room. If too many rooms are empty, lower the price. The player must be able to recognize the pattern relationship of occupancy to rate in order to discover the ideal room charge. A 100-unit motel, whose rooms light up when occupied, graphically illustrates the ups and downs of business. The player's degree of success is noted at the end. Elementary level.
Requires Pet. **Disk or Cassette 14.95**

Bluebook #COM-36084

THE AD GAME **1248**
It pays to advertise (if you do it right). That's the key to success in The Ad Game. The player is given a certain product to sell, along with an advertising budget. If the money is spent in the proper media—such as television, newspaper, magazine—sales will be high. If not, sales will drop. The objective is to achieve the greatest sales volume after ten advertising campaigns.
Requires Pet or VIC-20 with 3K Memory Enhancer. **Disk or Cassette 14.95**

Bluebook #COM-36085

TRAIL WEST **1248**
This is a game of options and events. The player is trying to get to the gold fields of California 2000 miles away. At the outset, some units of food, ammunition, clothes and supplies are available. Reserve units are also on hand. Reserve units can be transferred to the other categories as needed. Units of food can be created by hunting. The hunting sequence works as follows: A target animal appears on the right side of the screen. The player uses the numbers 1 to 20 to shoot at the target. The farther down on the screen the target is, the larger will be the number needed to hit the target. Each time the player enters a number and presses the return key, a bullet shoots across the screen. The hunting sequence continues until it is successful. Then it is time to travel. Each leg of the journey has a destination shown on the screen. Miles are traveled according to how far west the player (also shown on the screen) goes to reach that destination. After this, random events occur. A big storm might hit, a wagon may overturn in a river, and so forth. Sometimes, good things happen as well. In order to win the game, the player must reach the gold fields before running out of units in any category. Elementary through adult.
Requires Pet, 64, or VIC-20. **Disk or Cassette 7.95**

Check The Back Of The Blue Book
For A Handy Alphabetical Index
Of Programs By Title

Bluebook #COM-36086

DIRECTION AND DISTANCE **1248**
Uses a game format to teach primary grade children the eight directions of north, south, east, west, northeast, southeast, southwest, and northwest. Students must also estimate the distance between two objects on the screen. Primary grades.
Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-36087

BATTLE TREK: A GALACTIC SPACE GAME **1248**
The Federation has been invaded by the Klingon Horde. You must rid the galaxy of the klingons, or perish trying. At your disposal are photon torpedoes for long-range attacks, and phasers for short-range battles. The Klingons are armed only with phasers, but there are many of them and only one of you. Battle Trek offers three skill levels: beginner, intermediate, and master. The number of Klingons and their cunning is determined by the skill level. Elementary level and up.
Requires Pet and 16K. Sound optional.
Disk or Cassette 14.95

Bluebook #COM-36088

KRUSHER **1248**
By Richard Leiman
Try to get your rocket to the top of the screen before the Krushers get you! The up-arrow moves your rocket up. The asterisk moves it down. The space bar holds it in place. The Krushers get harder to beat as the game continues!
(Elementary and up).
Requires VIC-20. **9.95**

Bluebook #COM-36089

BOXES **1248**
By Paul Falstad
You try to move your player Box up through 22 other boxes to the top of the screen. You do this by lining up your box under another (pressing G to go left and J to go right) and then pressing Y to go up. You go as fast as you can because you are timed!
(Elementary and up)
Requires VIC-20. **9.95**

Bluebook #COM-36090

WALL **1248**
By Paul Falstad
An invisible monster is eating your wall! To win, you have to fix the wall and kill the monster! You are a light square with a dark circle in the middle. You move over the blank (or eaten) spaces of your wall to lay down green repair squares that will fix your wall and prevent the monster from eating there again. To kill the monster, you must run over it. You will know when you do because your wall will stop being eaten. Then you must finish repairing your wall. How fast can you do this, and how few bricks in your wall will you lose?
(Elementary and up).
Requires VIC-20. **9.95**

Bluebook #COM-36091

RAM **1248**
By Richard Leiman
Guide your space craft down the screen, avoiding stars but aiming for other celestial objects. Pressing G or J will move you left or right. Hitting a star will abruptly end your voyage. Capturing other objects (especially circles) will add to your score. Watch the upper part of the screen for an energy level line. As you capture objects, the energy line improves (i.e. moves to the right). If you have enough energy, and can press the SHIFT key just before you hit a star, you will survive.
(Elementary and Up.)
Requires VIC-20. **9.95**

Bluebook #COM-36092

POST TIME **1248**
By Richard Leiman
It's post time at the race track! Which horse will win?
(Elementary and up.)
Requires VIC-20. **9.95**

Bluebook #COM-36093

PICKUP **1248**
By Paul Falstad
You are the filled-in circle and are trying to clear the screen of dots. Characters appear for extra points. But be careful! A dragon is chasing you, and you have only three shots. Press S to fire in the direction you are moving. You get 1,000 points for shooting the dragon, and 2,000 points for clearing the screen.
(Elementary and up.)
Requires VIC-20. **9.95**

Bluebook #COM-36094

ATTACK **1248**
By Paul Falstad
The object is to keep the tanks from destroying the city. Move the blue truck to place a wall around the city. If the tank hits the wall, both the tank and the wall are destroyed.
(Elementary and up.)
Requires VIC-20. **9.95**

Bluebook #COM-36095

PROBE **1248**
By Paul Falstad
Move your probe to the B(base) as many times as you can. Avoid the meteors. If they hit your probe, you are destroyed. You have five probes. Your probe is the filled-in circle. Get sixty points and the difficulty level increases. Press S to stop your probe.
Elementary and up.
Requires VIC-20. **9.95**

Bluebook #COM-36096

QUICK **1248**
By Paul Falstad
Run to the energy cell to get the power to destroy the monster! One point is given for getting the power cell, fifty points for destroying the monster. Each new monster gets faster and smarter.
Elementary and up.
Requires VIC-20. **9.95**

Bluebook #COM-36097

FIRE **1248**
By Paul Falstad
G & J control the left and right movements of the two firemen holding the net. Your job is to catch the people jumping from the burning building. You get ten points per catch. If you miss three times, or the building is consumed by fire, the game is over.
Elementary and up.
Requires VIC-20. **9.95**

Bluebook #COM-36098

WARP **1248**
By Paul Falstad
You land on a planet with monsters all around. You are the cursor. You have thirty seconds to destroy the monsters and return to the base (B). Then you warp to another planet. There are fifteen planets in all. Rack up as many points as you can.
Elementary and up.
Requires VIC-20. **9.95**

Bluebook #COM-36099

ALIEN **1248**
By Paul Falstad
Move your space ship and destroy as many aliens as possible on each level. When you move to the next level, the aliens are faster. Score as many points as you can before being destroyed. You have three space ships. Press S to fire.
Elementary and up.
Requires VIC-20. **9.95**

Bluebook #COM-36100

CUTOFF **1248**
By Paul Falstad
This is a two-player game. Player One is the green line on the screen. Player Two is the yellow line. Make your opponent crash, and you win. Player One uses the keys WAZS. Player Two uses the at sign, the colon, the semicolon, and the slash key.
Elementary and up.
Requires VIC-20. **9.95**

Bluebook #COM-36101

INTRUDER **1248**
By Paul Falstad
You are trapped in a room with an invisible force. Your only way to survive is to destroy the force. Press S to fire in the direction you are moving.
Elementary and up.
Requires VIC-20. **9.95**

Bluebook #COM-36102

PARKING LOT **1248**
By Robert Zbasnik
As the owner of a parking lot, the player must fill all the parking spaces, charging the highest monthly rate the traffic will bear. If the rates are too high, empty spaces will abound. If the rates are too low, profits will suffer. Screen graphics include a parking lot layout, along with a monthly summary of decisions and results.
(Elementary)
Requires: VIC-20 and 3K Memory Enhancement 14.95

Bluebook #COM-36103

SONAR SUB **1248**
By Bruce Johnson
In this exercise, you will use sonar to drop depth charges on submarines. You will have twenty charges to destroy as many subs as possible. If you miss, however, the subs shoot back, and four hits in a row will destroy your ship. The speed of the sonar waves and the depth of the subs will vary.
Upper elementary and up.
Requires VIC-20. **9.95**

Bluebook #COM-36104

BAGELS 1 **1200**
This is a three-digit number guessing game. Clues are given after each guess as to the correct digits and the correct positions. (Primary, Intermediate and Junior High Level).
5K VIC 7.50

Bluebook #COM-36105

BAGELS SUPREME **1200**
A three-digit number logic game for one or two players. You are asked to determine a three-digit number randomly selected by the computer. If two players are utilizing the program they may elect to each have their own number or they may choose to work on the same number. Clues are given after each guess as to the correct positions of the digits. (Intermediate, Junior, and Senior High, Adult Level)
16K PET or Commodore-64 **9.95**

Bluebook #COM-36106

STARS **1200**
You work with two-digit numbers in this number guessing game. Clues are provided as to how close your guess is to the number chosen by the computer. (Primary and Intermediate Level)
16K PET or Commodore-64 **9.95**

Each Program Has It's Own Unique Blue Book Number. Use It When Placing Orders Or When Writing For More Information

Bluebook #COM-36107

ASTEROIDZ **615**
Huge Asteroidz have invaded the galaxy! Your mission is to destroy them before they destroy you. Four levels of play.
Requires: Pet **12.95**

Bluebook #COM-36108

MUNCHMAN **615**
The crazy Munchman is moving thru the maze gobblin up as many Munchies as he can. But look out for the Munchers - Zip and Zap they are in hot pursuit of you. The more you munch, the more points scored. But if Zip and Zap get you—you can be out to lunch if you are munched. Gobble down energizers that are at random in the maze and you can turn the tables and score even more points. Keep an eye on Zip and Zap because when they are back to normal you are on the run again. If you munch all the munchies you can start over again and you get a bonus. The computer keeps the score for you and even displays the high score.
Requires: Pet **12.95**

Bluebook #COM-36109

ARTILLERY **615**
This is a 2 player arcade game. Somewhere on the other side of the mountain (which changes each game) the

enemy waits. You select your powder for your shell and the angle you want to shoot at. Then you plug away at each other until one of you has a direct hit. Don't forget about the wind factor. After a direct hit you get a new mountain drawn and away you go again. Teaches about angles and velocity. Great sound and graphics.
Requires VIC-20. **12.95**

Bluebook #COM-36110

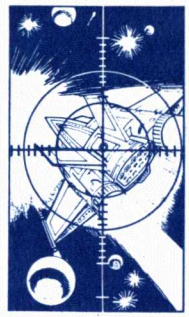
ALIEN INVASION **615**
Invaders from space are attacking your home planet. Hurry and man your lasers and prepare your robot forces for the inevitable attack of the Alien Invaders. The leader Vader Monstroth is out to disintegrate you. The excitement builds as you command a battery of missile bases in a bunker. Each invader has a laser aimed right at you. They seem to be computer controlled. Will they every stop. Only you can save the Galaxy. Protect the galaxy from the Alien Space Invaders. You can compete with 4 people in the solar system. There are 20 levels of play. If you destroy the Aliens in the correct order you will receive bonus points. Can you get the top score?
Requires VIC-20. **12.95**

Bluebook #COM-36111

BOMB'S AWAY **615**
Can you stop him? The crazy bomber drops the bombs from the top of the screen. You get 3 buckets to catch them. Before you know it bombs are falling so fast you wonder when he will stop. Just when you think you have him under control your bucket gets smaller. Is your hand quicker than your eye?
Requires Pet or VIC-20. Joystick or Keyboard. **12.95**

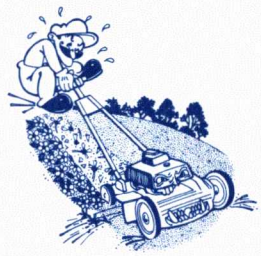
Bluebook #COM-36112

CATTLE-ROUND-UP **615**
Ready for a little Round-UP? With Cattle-round up you will have to ride fast and push hard. Those little dogies seem to be everywhere and they are all worth points. The faster you move them into the pen the more points you get. But be careful you may run out of time. Don't take your eye off of the maze or you will really be in trouble. You can select from 1 to 8 cattle to vary the skill level. Move your cowboy thru the maze and get the cattle back in the corral. You can push, coax and call the cows. Head out West for hours of fun with Cattle-Round-Up.
Requires VIC-20. **12.95**



Bluebook #COM-36113

SPACE PACK **615**
Can you survive? 3 space games with the sights and sounds of arcade games. The excitement builds as the action is un-ending. Blast away at everthing in sight. The alien attacks will stop at nothing to destroy you. Prepare for battle, there is no escape, unless you can help. Can you survive? Hi-Res, color, graphics and sound. Joystick or keyboard.
Requires VIC-20. **19.95**



Bluebook #COM-36114

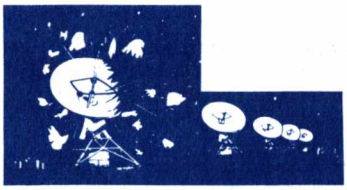
MOW **615**
Get ready for the fast and furious action of the craziest mower you have ever seen. How much grass can you cut? Joystick moves your mower around as fast as you dare. Watch out for granny's dafodils and grandpa's radio antenna.
Requires VIC-20, Joystick or Keyboard. **12.95**

Bluebook #COM-36115

HEAD ON **615**
Move your car as fast as you dare around the tracks. You get 3 cars and must avoid the computer car. Points for the most dots covered. Bonus cars, nine levels of play. Joystick or keyboard.
Requires VIC-20. **12.95**

Bluebook #COM-36116

SNAKEOUT **615**
Get ready to slither around your color TV screen and do some chomping. You are a snake and your object is to chomp out the various color blocks. Each block has a different point value and will appear at random on the screen. You must watch out for the spiders and stay away from them or they will end your slithering. As you move around you will have to plan your path because your tail keeps getting longer and longer. If you are not careful it will get you in the end. Two player version of SNAKEOUT included on the cassette. As a bonus we have included a two player game called TRAPPER. The object is to trap your opponent so that he can not move around the screen. Watch out for the walls.
Requires VIC-20. **12.95**



Bluebook #COM-36117

TARGET COMMAND **615**
The whole West Coast is being bombarded and only you can save it. You are at the controls of the missile launcher and hold the destiny of our country in your hands. It takes a cool head, hot hand and fast reflexes to zap those missiles right out of the air. Get ready to pulverize-atomize and vaporize them. You must move your laser into positon and fire as fast as you dare. Time limit with arcade style excitement. Protect your ammo at all costs. 10 levels of play. Joystick or keyboard.
Requires PET or VIC-20. **12.95**

Bluebook #COM-36118

ADVENTURE PAK **615**
ADVENTURE-(Beginning Adventure) Explore the underground maze of corridors, rooms and passages. Can you find the treasures. Do you dare go further. Where am I?-The Dungeon. Get ready to explore for hours. By using two word commands you tell the computer to move, take objects, climb and examine new found areas.
CAVES OF SILVER (Intermediate) Long John Silver left his treasure chest somewhere deep in the maze of caves. Do you dare go in? You had better map out where you go or you will never see daylight again. Can you get the treasure before Long John Silver gets you. Be ready for new dimensions of mystery, suspense and tension.
Requires VIC-20 8K or 16K Memory Cartridge **12.95**

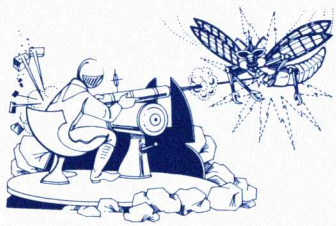
Bluebook #COM-36119

COSMIC CRUZER **615**
3 Scenarios. Your Cruzer moves over a mountainous landscape & into a tunnel of surface-to-air missile silos and ground-to-air weapons. If you can make it in and out of the tunnel you fly into the asteroid field. Drop bombs and fire missiles at the fuel dumps to keep your fuel supply up. If you are really good you can get to the base and try, to destroy it. We don't know of any one that has hit the base yet. Maybe you will be the 1st.
Requires VIC-20. **19.95**

The Three Digit Number After The Title Refers To The Software Or Hardware Producer. His Name, Address, And Phone Number Appear In the Source Index In the Front Of This Directory.

Bluebook #COM-36120

PARATROOPER!! **615**
A High Resolution game that doesn't let you make any mistakes. You are in charge of a big gun that sweeps back and forth by your command. Helicopters fill the sky, (and we mean fill the sky!), dropping paratroopers. Your mission is to keep 3 paratroopers from hitting the ground on either side of your gun. But that's just the beginning. You score by hitting the helicoptors or the paratroopers, but if you miss a shot it subtracts from your score. Therefore, you must make very shot count to make a high score! It has four fast action levels to challenge the best player. Joystick or keyboard.
Requires VIC-20. **24.95**



Bluebook #COM36121

BUG BLAST **615**
A new and fast action arcade game with realistic smooth action, quality hi-res graphics and trouble. It's very calm as the first wave attacks. Only a few bugs to kill. Just shoot thru the cactus and wipe them out. After a few attacks you feel you have everything under control. Now the attacks really start. Those protection areas have to go. Blast away. Joystick or keyboard.
Requires VIC-20. **14.95**

Bluebook #COM-36122

CRICKET **615**
This is a challenging game with a cast of characters you will love and hate. All you have to do is get Cherp from one side of the road to the river and then across the river. Not so fast though. First you have to figure out how to dodge the traffic and get to the center. Then how are you going to get across the river? Look, here comes a log—even a turtle. Hitch a ride across the river and jump from one to the other. Keep a sharp eye out for ADE the Gator. He loves to have crickets for lunch. How many times can you get across the road and river. You will have to work as fast as you can. Time and limit bonus.
Requires VIC-20. **14.95**

Bluebook #COM-36123

COMMODORE 64 ARCADE PAK **615**
The arcade now comes to the Commodore 64. The games you grew to love and hate are now ready to run for many hours of fun and excitement. The arcade pak includes:
HEAD ON-Race the computer car-9 levels of play.
ALIEN INVASION-Save the earth-20 levels of play.
TARGET COMMAND-Can you stop the missiles? 5 levels of play. **Cassette 24.95**
Disk 29.95

Bluebook #COM-36124

COMMODORE 64 GAME PAK **615**
DRAGON CHASE- As the Gallant Knight you must find your way out of the maze. If you are not quick enough the dragon will get you. Three mazes-Five speeds-Three sizes.
FLIP IT- A mind testing classic with different levels of play. Which strategy is best? A deceptively simple game—trap your opponent's piece between two of yours and capture the piece for yourself. Sound easy? Flip-It has a way of turning the tables on you. 1 or 2 players.

DEFLECT-How many can you hit? Move into position and hit the targets. You select the angle and number of targets. Time limit.
Requires Commodore 64. **Cassette 14.95**

Bluebook #COM-36125

TREASURE PAK **615**
ADVENTURE-(Beginning Adventure) Explore the underground maze of corridors, rooms and passages. Can you find the treasures. Do you dare go further. Where am I?-The Dungeon. Get ready to explore for hours. By using two word commands you tell the computer to move, take objects, climb and examine new found areas.
CAVES OF SILVER (Intermediate) Long John Silver left his treasure chest somewhere deep in the maze of caves. Do you dare go in? You had better map out where you go or you will never see daylight again. Can you get the treasure before Long John Silver gets you. Be ready for new dimensions of mystery, suspense and tension.
Requires Commodore 64. **Cassette 14.95**

Bluebook #COM-36126

SPACE QUEST **1302**
Space Quest is actually a simulated day in the life of a space hero. After Loading you will be confronted with your first decision, which level of heroing are you up to? Your choices are: (F1) Beginner, (F3) Novice, (F5) Intermediate, (F7) Expert. After deciding and pressing the appropriate function key, you will be transferred automatically to the 'Galaxy Map'. This map is used to determine your next hyper-space jump destination. By moving the flashing square to the quadrant you wish to jump into and pressing H (for hyper-space) a controlled tear will appear in the fabric of the universe and you will slip through and land in the quadrant chosen. Now, you should find yourself confronted with one of three possibilities. If you choose to confront the enemy and jumped into an infected area, the dog fight is going to begin. The microcheen attack is a simple one, they run in groups of four and one at a time they try to collide into your ship, so quickly as you are able, line them up in the crosshairs, press the fire button and watch for the next one. The second possibility is that your jump was a fuel stop. As the fuel catches have been hidden from the microcheens deep inside planetoids, even fueling up has become a challenge. Again the radar will switch from frontal to an overhead or vertical view. The fuel will be found at the bottom of the treacherous cavern. After successfully negotiating the cavern and fueling up, the galaxy map will automatically come up because you must jump out of these planetoids thereby destroying it to prevent annihilation or use by the enemy. The third possibility is that by hurrying too much at the galaxy map you accidentally jumped into an empty quadrant. If this has happened, unless you come out in an astroid field, nothing will happen. You must press G, calling up the galaxy map and plot a new jump.
Requires: VIC-20, 1530 Datassette, 8K Memory Enhancer **19.95**

Bluebook #COM-36127

THE CATCH **1302**
In this game the idea is to protect your cities from the ever faster falling bombs being dropped ever more frequently by the ever faster moving alien.
Requires: VIC-20 and Datassette [Tape Player]
Optional: Joystick **12.95**

Bluebook #COM-36128

ALIEN PANIC **1302**
Race against time as your guy digs holes to trap aliens in 4 floor laddered, brick construction site.
Requires: Joystick, and VIC-20 **12.95**

Bluebook #COM-36129

ANTIMATTER SPLATTER **1302**
The alien at the top of the screen is making a strong effort to rid the world of humankind by dropping anti-matter on them. The splatter cannon and you are our only hope as more and more anti-matter falls.
Requires: VIC-20
Optional: Joystick **24.95**

Bluebook #COM-36130

COLLIDE **1302**
The computer controls one, you the other as cars go opposite directions on 4 lane track.
Requires: Joystick and VIC-20 **12.95**

Bluebook #COM-36131

EXTERMINATOR **1302**
The idea is to shoot a centipede before it overuns you, the problem being every time you hit it, it divides into two separate shorter ones. Several other little creatures bounce around during this struggle, all of them lethal. 100% machine language makes the rapid fire action very smooth.
Requires VIC-20, joystick optional. **24.95**

Bluebook #COM-36132

KRAZY KONG **1302**
Three screens, a gorilla, barrels, and changing difficulty levels help to make this one of our most popular.
Requires: VIC-20
Optional: Joystick **12.95**

Bluebook #COM-36133

RACEFUN **1302**
Extensive use of multicolored character capabilities of the computer make this one very appealing to the eye. Fast all machine language action, quick response to the stick or keyboard controlled throttle, combine with the challenge of driving in ever faster traffic to make it appeal to the rest of the body.
Optional: Joystick
Requires: VIC-20 **19.95**

Bluebook #COM-36134

RESCUE FROM NUFON **1302**
Must find 30 hostages in this 100 room, 5 story, alien infested, graphic adventure game.
Requires: VIC-20 **12.95**

Bluebook #COM-36135

DEFENDER ON TRI **1302**
Pilot a defender style ship on a mission to save trapped scientists from a fiery fate (they are aboard an alien vessel deep in the gravity well of sol) Short scene setting story in the instructions.
Requires: VIC-20 and at least 3K added memory
19.95

Bluebook #COM-36136

3D MAN **1302**
The maze from probably the most popular arcade game ever, with perspective altered from overhead to eye level. The dots, the monsters, the power dots, the side exits, the game is amazing.
Requires: VIC-20 and at least 3K added memory.
19.95

Bluebook #COM-36137

3D-64 MAN **1302**
Completely rewritten for the 64 and uses sprites, sounds, and other features not available on the VIC.
Requires Commodore 64 and Joystick. **19.95**

Bluebook #COM-36138

CYBORG **715**
A science fiction adventure written by a professional science fiction author. A unique approach to adventuring with no treasures and no score. Cyborg allows full sentence input from the player. This text adventure contains character development, animals you can talk to, opinions from the Cyborg, and a sophisticated story.
Commodore 64 **Disk 34.95**

Bluebook #COM-36139

ROLL 'DA DICE **1279**
Don't tell the local authorities about this game. How would you like to shoot two, three, or four dice and at one time! Now you can on your computer over and over again. Beats a trip to Vegas anytime.
Requires VIC-20 or 64. **Cassette 12.95**

Bluebook #COM-36140

BIRTHDAY GUESSER **1279**
Show your family and friends how smart your computer really is. If you're under age 60 then genius will guess your age. Amazingly, it is always right. Great for parties. **Requires VIC-20 or 64.** **Cassette 8.95**

Bluebook #COM-36141

MIXED UP WORDS **1279**
Mixed up words appear that you must 'un mix.' Try to 'uefgir' this one out. Change the words as often as you like too! Perfect for parties.
Requires VIC-20 or 64. **Cassette 12.95**

Bluebook #COM-36142

FIND THE WORDS **1279**
A square of random letters is displayed and you must find the words within, whether they're backwards, sideways, up-side-down, or the like. Program lets you select any words and change them anytime. An educational game that's fun too!
Requires VIC-20 or 64. **Cassette 10.95**

Bluebook #COM-36143

VIC LEMONADE **1286**
Fun for girls and boys of all ages, who can watch $2.00 in assets grow to $1 million! Two people compete selling lemonade. The profits are based on the weather reports and temperature chosen randomly, and the amount you select to price your lemonade, number of advertising signs, and number of glasses made for the given weather conditions. Five tunes are played and color graphics tell you the weather conditions. A winner is declared after 15 plays unless someone goes broke first!
Requires 5K VIC-20. **14.95**

Bluebook #COM-36144

STAKEOUT **1286**
A strategy game for two players. The player who completes the square wins the square, and takes another turn. The one who wins over half of the squares wins the game. The joystick is used to move to the line you wish to capture.
Two programs come on 1 tape cassette: 1] is for the basic VIC-20 with 3583 bytes, and allows two players to play 9, 16 or 25 squares. 2] Requires 3K [or any size expansion, and VIC will be your opponent. 9, 16, 25, 36, 49, 64 or 81 squares may be played. Requires: Joystick
14.95

Bluebook #COM-36145

ATE-PAK **584**
Eight graphic games on tape for the VIC-20 that are written in BASIC for easy understanding. Not only are the games fun to play, but the programming style is easily followed. You can use the techniques provided in these game programs to write and design your own graphic games. The easy-to-follow BASIC programs make this a great learning tool also. Included on tape are the following games: MATCH-EM, BUG BOX, TREASURE TRAP, SEA WAR, DECIPHER, SLOTS, BLOW-UPS, CROSS CHARGE.
Requires VIC-20. **Cassette 24.95**

Bluebook #COM-36146

TIC ATTACK **584**
It is the year 2525 AD and unfriendly terrestrials from the planet Phobian have invaded your small desert community. The Phobians are half human and half android with a lust to hunt humans. Your weapons are useless against them but you are able to leap over their lazer rays easily. The Phobians use large flying bug-like creatures called tics to destroy their prey. You are in luck however, since you have 2 xenon lazer pistols to destroy the tics. The tics have some tricks up their sleeve also. Some of them have radar homing devices that will search out and destroy all humans. Your xenon lazers are effective against these radar tics but you must be quick. Any false move means total annihilation. Each level provides you with three humans to destroy all tics. To see how well you have done, your high score is displayed for others to see. Save mankind from the TIC ATTACK and be a hero!
Requires VIC-20. **Cassette 29.95**

Bluebook #COM-36147

TRIPLE PLAY **584**
Three word games that are both fun and educational. The games that are included are CROSSWORDS (requires at least 8K expansion) just like the puzzles found in books and newspapers. Five complete puzzles are included and each puzzle has up to 100 different words. CRYPTO-SOLVE will help you solve those cryptic messages found in newspapers, books, and magazines with a systematic computer technique. Included are approximately 50 different puzzles for your enjoyment. You can even enter your own cryptic messages for friends to solve. HIDDEN WORDS will display a matrix of seemingly random letters on the screen. Upon closer inspection, you will be able to find many words (horizontal, vertical, diagonal, left to right, right to left). Included are approximately 25 different puzzles with full random placements providing an almost infinite variety of puzzles and solutions.
Requires VIC-20. **29.95**

Bluebook #COM-36148

DOT-A-LOT **584**
As you wander through the maze of life collecting cherries, you happen upon some magical fruit. Pick one of these and the treasure will appear. But alas, the Meanies are out today looking to spoil all of your efforts. Not only do they run after the treasures, but they even come after you. Your only hope is developing a shrewd strategy to defeat them and gather all of the fruit so that you can continue on to a higher level. An ever-changing maze plus arcade type animation and sound. **Requires VIC-20.** **Cassette 29.95**

Bluebook #COM-36149

BOMBER WORD **584**
A fun and challenging game that provides full graphic action and sound. A stimulating way to increase word and spelling skills with graphic animation to hold the interest of adults and children. Bomber Word contains

four modes of play options for added enjoyment. Included are:

1) Hard and easy word modes included in cartridge.
2) Option for day or night game version.
3) Two player mode where one player enters a mystery word and the other tries to guess it.
4) An easy to implement cassette word input to allow lists of commonly misspelled words or homework words to be entered into the computer.

A clever surprise will appear when you win, but a miss will cause the pilot to perform his deadly mission.
Requires VIC-20. **Cassette 29.95**

Bluebook #COM-36150

ASTRO CHASE **1283**
By Fernando Herrera
Features animations, high resolution graphics, revolutionary gaming techniques such as Single Thrust Propulsion, 7 animated intermissions, and 34 levels of play. The game revolves around the defense of planet Earth from invading aliens and features not only spectacular graphics, scrolling and audio, but a technical innovation, Single Thrust Propulsion. This process allows the human pilot to lock his craft on course and then fire independently in any direction. Unlike past contests of this type, in which gamers could only fire in the direction of travel, this technical milestone gives players a level of flexibility never before available. Imagine running from an alien spacecraft and being able to fire backwards while in the midst of a retreat!
Specify Computer.

Bluebook #COM-36151

POKER **307**
A realistic POKER game is now available which pits the skill of various players against one another and against the Computer House. Graphic displays depict each hand; players bet, draw cards, and bet again. The HOUSE is programmed to make moves in accordance with the hand it has been dealt and the nature of the betting which has taken place. The computer evaluates each hand, both before and after betting, and displays these values as well as the outcome of each game. Total standings of the House and each player are displayed at the conclusion of each hand.
Requires Commodore 64. **Cassette 15.00**

Bluebook #COM-36152

BINGO **307**
A family BINGO game has been developed which permits from 1 to 20 players to enjoy the excitement of this computer-controlled and managed game. The computer displays the randomly selected numbers and evaluates the cards in the game after each call is made in order to determine if a winning card exists. The computer can also display the status of any given card during the course of a game. A set of 20 bingo cards is included with the program; players may also create their own cards and enter these into the computer. The program permits the following types of games:

- Any Bingo
- Frame or border.
- Full Card
- Letter 'I'.
- Letter 'T'.
- Letter 'X'.
- Letter 'H'.

Requires Commodore 64. **Cassette 15.00**

Bluebook #COM-36153

JUPITER LANDER **1343**
Pilot your "Jupiter Lander" through the treacherous crevices of a mysterious planet. Variable rocket thrust, anti-gravity, horizontal retros. **Requires: Commodore 64** **29.95**

Bluebook #COM-36154

OMEGA RACE **1343**
You've got one Omegan fighter maneuvering against Droid ships, command ships, death ships, photon mines and vapor mines. Fantastic "rubberband" boundaries, multiple levels of difficulty...all the features that make the arcade game so successful! One or two players. **Requires: Commodore 64** **29.95**

Bluebook #COM-36155

RADAR RAT RACE **1343**
It's a rat's life in this fast moving, melodic maze-chase game. The challenge is to pick up all the cheese and get as many points as you can...but don't run into any cats or let any other rats catch you, and be careful you don't use all your energy. This is a fun game with terrific graphics, sound effects, music and strategy play. All ages. **Requires: Commodore 64** **29.95**

Bluebook #COM-36156

CLOWNS **1343**
Come one, come all...see the amazing jumping clowns...direct from their show-stopping arcade tour... a true "classic! Colorful acrobatics with high scoring skill. **Requires: Commodore 64** **29.95**

Bluebook #COM-36157

SEA WOLF **1343**
As submarine commander, you are in charge of sinking and destroying all enemy ships...destroyers, freighters and P.T. boats...an explosive "arcade classic". Fast action fun! **Requires: Commodore 64** **29.95**

Bluebook #COM-36158

KICKMAN **1343**
Steer your unicycle through a three-dimensional city, popping and bouncing the falling balloons. Exciting arcade action! **Requires: Commodore 64** **29.95**

Bluebook #COM-36159

FORTY FATHOMS **1343**
Avoid the dangers of the mystical deep sea...dive deep and discover and collect the mysterious treasures. Exciting graphics and three-dimensional screens. **Requires: Commodore 64** **29.95**

Bluebook #COM-36160

CRIBBAGE **355**
This is the same classic card game that has been played for many years. Your computer does the dealing and scoring — quickly and accurately. **Requires: Commodore 64 and 1541 Disk Drive or DATASSETTE**
Disk 17.95
Cassette 14.95

Bluebook #COM-36161

SKIER 64 **355**
Test your skills on the slopes with Skier 64, a fast moving game for your Commodore 64. This arcade-quality game requires good hand-eye coordination for you to score high. You can play without even getting cold in the snow! **Requires: Commodore 64 and 1541 Disk Drive or DATASSETTE** **Disk 17.95**
Cassette 14.95

Bluebook #COM-36162

DERELICT **1348**
For wealth and glory, you have to ransack a thousand-year-old space ship. You'll have to learn to speak their language and operate the machinery they left behind. The hardest problem of all is to live through it. There are no irrational traps and sudden senseless deaths in Derelict. This ship was designed to be perfectly safe for its builders. It just happens to be deadly to alien invaders like you. **Requires: Commodore 64 and DATASSETTE** **14.95**

Bluebook #COM-36163

VAMPIRE CASTLE **1348**
This is a contest between you and OLD DRAC — and it's getting a little dark outside! **Requires: Commodore 64 and DATASSETTE** **14.95**

Bluebook #COM-36164

HAUNTED HOUSE **1348**
This one is for the kids. The house has ghosts, goblins, vampires and treasures — and problems designed for the 8 to 13 year old. This is a real adventure and does require some thinking and problem solving, but only for kids. The vocabulary and characters were designed for younger players and a lot of things happen when they give the computer commands. This one teaches logical thought, mapping skills, and creativity while keeping their interest. **Requires: Commodore 64 and DATASSETTE** **9.95**

Bluebook #COM-36165

MARS **1348**
Your ship crashed on the Red planet and you have to get home. You will have to explore a Martian City, repair your ship, and deal with possibly hostile aliens to get home again. This is highly recommended as a first adventure. It is constructed in a more "open" manner to let you try out adventuring and get used to the game before you hit the really tough problems. **Requires: Commodore 64 and DATASSETTE** **14.95**

Bluebook #COM-36166

CIRCLE WORLD **1348**
The alien culture has built a huge world in the shape of a ring circling their sun. They left behind some strange creatures and a lot of advanced technology. Unfortunately, the world is headed for destruction, and it is your job to save it before it plunges into the sun! **Requires: Commodore 64 and DATASSETTE** **14.95**

Bluebook #COM-36167

CONCENTRATION **1348**
This is a real family game. As this is a test of simple strategy and memorization, relatively young children can play with adults. Done with attention to detail and quality. **Requires: Commodore 64 and DATASSETTE** **14.95**

Bluebook #COM-36168

EARTHQUAKE **1348**
You are trapped in a shopping center during an Earthquake. There is a way out, but you need help. To save yourself, you have to be a hero and save others first. This one feels good. Not only is it designed for the younger set, but it also plays nicely. Instead of killing, you have to save lives to win this one. **Requires: Commodore 64 and DATASSETTE** **9.95**

Bluebook #COM-36169

QUEST **1348**
Played on a computer-generated map of Alesia. You lead a small band of adventurers on a mission to conquer the Citadel of Moorlock. You must build an army and then arm and feed them by combat, bargaining, exploration of ruins and temples, and outright banditry. The games takes two to five hours to play and is different each time. **Requires: Commodore 64 and DATASSETTE** **14.95**

Bluebook #COM-36170

PYRAMID **1348**
This is one of our toughest adventures. The old boys who built this Pyramid did not mean for it to be ransacked by people like you. This is a very entertaining and very tough adventure. Clues have been left everywhere, but you must overcome some ingenious problems. **Requires: Commodore 64 and DATASSETTE** **14.95**

Bluebook #COM-36171

SEA WOLF **1348**
Machine code arcade style game with torpedoes against PT-boats. **Requires: Commodore 64 or VIC-20** **14.95**

Bluebook #COM-36172

ZEUS **1348**
Machine code arcade style game which makes you the magician armed with a cone of cold and a magic shield battling an angry Zeus who throws light bolts at you. **Requires: Commodore 64 or VIC-20** **19.95**

Bluebook #COM-36173

TREK **1348**
This one takes place on a familiar starship and is a must for trekkies. The problem is a familiar one — the ship is in a "decaying orbit" and the engines are out. Your options are to start the engine, save the ship, get off the ship, or die. Good Luck! **Requires: Commodore 64 and DATASSETTE** **14.95**

Bluebook #COM-36174

NUCLEAR SUB **1348**
You start at the bottom of the ocean in a wrecked Nuclear Sub, and there is literally no way to go up. Save the ship, raise her, or get out of her before she blows or starts WWIII. **Requires: Extended BASIC, Commodore 64 and DATASSETTE** **14.95**

Bluebook #COM-36175

GRAVE ROBBERS **1349**
Introducing the first graphic adventure ever available on the Commodore 64. With realistic audio-visual effects, you explore an old desserted graveyard and actually see the perils that lie beyond. **Requires: Commodore 64 or VIC-20 and DATASSETTE Disk or Cassette 14.95**

Bluebook #COM-36176

TREK **1349**
Commanding the bridge of your starship, you explore the galaxy, fending off the Klingon invasion with your phasers and photon torpedoes, at the same time conserving your limited time and energy. **Requires: Commodore 64 or VIC-20 and DATASSETTE Disk or Cassette 14.95**

These Directories Are Updated On A Regular Basis. Contact Your Local Dealer For New Editions As They Become Available.

Bluebook #COM-36177

ADVENTURE PACK I **1349**
JACK & THE BEANSTALK-NOT for kids only! A fully packed adventure based on the fairy tale Jack & The Beanstalk.

COMPUTER ADVENTURE-Re-live the "excitement" of getting your computer. An adventure with a very different flavor.

MOON BASE ALPHA-You must find a way to destroy the meteor that is racing towards your base, or else all moon colonies will be demolished! **Requires VIC-20 or Commodore 64.** **Disk or Cassette 19.95**

Bluebook #COM-36178

ADVENTURE PACK II **1349**
AFRICAN ESCAPE-As the sole survivor of a plane crash, you must find your way out of the Dark Continent.
HOSPITAL ADVENTURE-You are a spy whose mission is to complete the bungled assassination attempt on the evil dictator, who is recuperating in the hospital under heavy guard.

BOMB THREAT-Get back to town to warn the authorities of the bomb planted by the terrorists who left you prisoner at their hideout. **Requires Commodore 64 or VIC-20 and DATASETTE.** **Disk or Cassette 19.95**

Bluebook #COM-36179

ANNIHILATOR **1349**
Defend your planet against the hostile aliens. All machine code makes this "Defender-like" program one of our best arcade games. **Requires Commodore 64 or VIC-20 and DATASETTE.** **Disk or Cassette 19.95**

Bluebook #COM-36180

KONGO KONG **1349**
Climb ladders, avoid the barrels that the crazy ape is rolling at you, and rescue the damsel. Fast machine code action. **Requires VIC-20 and DATASETTE** **Disk or Cassette 19.95**

Bluebook #COM-36181

ZORK I **1333**
The Great Underground Empire confronts players with perils and predicaments ranging from the mystical to the macabre, as they must strive to discover the "Twenty Treasures" of Zork and escape with their lives. **Requires: 32K and Disk Drive**

Bluebook #COM-36182

ZORK II **1333**
The Wizard of Frobozz takes players into new depths of this subterranean realm where they will meet the Wizard, who will attempt to confound their quest with his capricious powers. **Requires: 32K and Disk Drive**

Bluebook #COM-36183

ZORK III **1333**
The Dungeon Master, which is the final game in this trilogy, culminates the underground adventure as players encounter the Dungeon Master himself, who holds their destiny in the balance. **Requires: 32K and Disk Drive**

Bluebook #COM-36184

DEADLINE **1333**
This interactive mystery is an initiation into the genre of real-life adventures. Players are pitted against a 12-hour time limit to solve a baffling murder case and, using an original concept in interaction, work from an actual dossier on the crime as they try to piece together a myriad of clues. **Requires: 32K and Disk Drive**

Bluebook #COM-36185

STARCROSS **1333**

In this mindbending science fiction adventure, players are launched into the year 2186 and the depths of space where they are destined to rendezvous with a starship from the outer fringes of the galaxy and enter the ship's mysterious interior. Once inside, they will come face-to-face with other worldly beings, both helpful and harmful. **Requires: 32K and Disk Drive**

Bluebook #COM-36186

BLUE TIGER CHASE **1360**

A war game staged in World War II. Planes, ships, battles, and adventure for everyone!

Requires VIC-20 and Memory Expander Hardware.

Disk 49.95

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Also See Related Categories: 16000 Biology
19000 Chemistry
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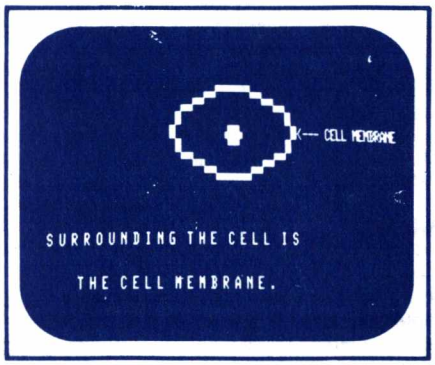

Bluebook #COM-37000

CELLS **1016**
By David Allen Herzog.
In these two programs, a presentation which is informative, motivational, and fun has been created to illustrate and explain the fundamental parts and functions of a cell. Animated graphics are used in both programs to aid in teaching about the cell. The programs contain both tutorial and drill formats.
I. BASIC CELL STRUCTURE—In this almost totally graphic presentation of the cell, the viewer is introduced to the basic parts of a cell (cell membrane, cytoplasm, and nucleus), shown how small particles of dissolved nutrients may pass through a cell membrane while larger particles are kept out, and is shown an amoeba extending a pseudopod. A drill section completes the lesson. The program responds to incorrect answers by branching to clear and complete explanations.
II. CELL DIVISION (BINARY FISSION)—The subject of cell reproduction by binary fission is explored in a step-by-step animated view of mitosis, cell membrane expansion and pinching together, and the resulting two daughter cells. The tutorial is followed by a drill section which utilizes branching to provide easily understandable explanations to incorrect student responses. This program, exploring the wonders of the smallest complete unit of life, will make a fascinating addition to any library of educational software. Grades 3-9.
2 Cassettes 39.00
1 Disk 39.00

Bluebook #COM-37001

PARTS OF THE MICROSCOPE **1016**
By Janice Pitkof.
Using an excellent graphic representation of a microscope, this program teaches the student to identify the various parts by location and function. The lesson begins with each part of the microscope being highlighted as its purpose is explained. This is followed by a drill section where the student must recall each part and its function. If the student answers incorrectly, the program branches to an explanation which encourages learning. Animated graphic rewards are used to reinforce correct responses. Intermediate, Jr. High School.
Cassette 14.95
Disk 19.95

Bluebook #COM-37002

THE SOLAR SYSTEM **914**
Children are introduced to the basic concepts of planets, the sun, moon and stars. Simple questions and a matching game are designed to reward the student when the material is mastered.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-37003

MATTER AND ENERGY **914**
A beginning look at the concepts of matter and energy. For the curious, intellectually advanced, this is a stimulating, thought provoking program. Game Follows.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Use The Reader Action Cards
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For More Information

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Bluebook #COM-37004

LIVING THINGS **914**
A brief look at the living things that exist here on earth; plants, people, animals, and how we live together, helping each other. Simple questions and matching game complete this program.
Requires: Commodore PET **Cassette 13.00**
Disk15.00

Bluebook #COM-37005

THE EARTH AND ITS COMPOSITION **914**
The student is introduced to the basic components that make up the earth on which we live. Water, mountains, air, volcanoes, etc. are explained as are the ways in which they are formed, eroded, changed and "reborn" in other places as "other things." Relationships of one to the other are explained where appropriate. Game follows.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-37006

LIFE IN THE OCEANS **914**
Explains why the oceans and the life in the oceans is so important to our survival. Animals, fish, birds, mammals and weather are discussed. Dependence on the ocean is stressed. Game follows in which right answers are rewarded and incorrect answers are corrected with no penalties.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-37007

ELECTRICITY **914**
Electricity gives us light and heat. How that happens is explained along with explanations of electrons, filaments, static and current electricity. Safety rules for electricity are stressed. Game follows.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-37008

INSECTS **914**
Provides the student with some interesting background information on insects. A series of questions will help the student check to see if he or she has remembered the information. A good basic beginning. Game follows.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-37009

BIRDS **914**
This general overview tells why birds are important; how they are born, what makes a bird a bird, about their beaks and feet and more. A game follows which tests the children's retention of the material given. Right answers are rewarded and incorrect answers are corrected with no penalty.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-37010

MAMMALS **914**
Discusses animals in general, and then, more specifically, mammals. It gives the four things that make a mammal a mammal, and discusses and gives examples of each. A game follows which tests the student's retention of the material. Correct answers are rewarded and incorrect answers are corrected with no penalty.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-37011

MATTER **914**
This more sophisticated program on matter explains and defines matter, its forms and properties. It discusses the molecules that compose matter and why molecules are responsible for the various phases of matter. Changing the forms of matter through heating and cooling are discussed and explained. Game follows.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-37012

SOUND **914**
The student is introduced to basic concepts in the science of sound. Examples are given of everday sound experiences to help the child relate the scientific concept to his or her everday life. A simple game will encourage the child to learn and recall the information given.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-37013

COMMUNICATIONS **914**
From the simplest beat of the tom-tom to the most sophisticated laser beam communications system, the student is taken on a trip through time. Basic facts about communication, how it is used, its importance and how its speed has changed our lives is covered.
Requires:Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-37014

LIGHT **914**
Tells what light is, and how fast it travels. It compares the properties of light with those of sound, explains how light creates heat and how light intensity builds and fades. Information on lasers is included. Game follows.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-37015

THE ATOM **1248**
Text, tables, and graphics are used to present the basic principles of atomic structure. Protons, electrons, neutrons, and the atomic number and weight of atoms are introduced, and the student is asked to apply the principles being learned. Following the lesson, the student is quizzed, the questions being randomly selected from a bank of 30. The program ends with a summary of student performance. This is the first in a projected science series that will include programs on the molecule, the cell, simple machines and others. Program by Dennis Simonson. Upper elementary level and up. **Requires Pet or 64. Specify 8K or 16K: the 8K Version Is Slightly Abridged.** **Disk or Cassette 14.95**

Bluebook #COM-37016

SIMPLE MACHINES I **1248**
By Dennis Simonson
Combining text with animated graphics, this program introduces the principles and some of the applications of three simple machines: the inclined plane, the screw, and the wedge. The program concludes with a quiz (from 10 to 30 problems as requested) and a summary of student performance. Upper elementary level and up. **Requires Pet or 64 and 16K.** **Disk or Cassette 14.95**

Bluebook #COM-37017

OIL RIG **1248**
By Bruce and Steve Johnson
Oil Rig is a simulation of a search for oil and natural gas. The student is given the opportunity to use seismic data to map underground rock layers and to identify two common types of oil traps. The drilling operation allows students to test their seismic work by determining if oil and gas are really present where predicted. A realistic geologic history and black line masters necessary for mapping and exploration are provided in the teachers guide. Oil Rig is geared for science students and is especially attractive as an enrichment activity or independent project. Grades 7-12. **Requires Pet.** **Disk or Cassette 29.95**

Bluebook #COM-37018

BALANCE BEAM **1248**
By Bruce Johnson
This exercise deals with the balancing of a first class lever. The student will be asked to find the unknown distance, weight, or effort to balance the beam. Your score will be given at the end. Elementary level and up.
Requires Pet, or VIC-20 with 3K Memory Enhancer.
Disk or Cassette 9.95

Bluebook #COM-37019

BULL'S EYE **1248**
By Bruce Johnson
Second class levers are covered in this exercise. The student must find the unknown variable to have the arrow hit the bull's-eye. The number of bull's-eyes and misses will be scored at the end. Elementary and up.
Requires Pet or VIC-20 with 3K Memory Enhancer.
Disk or Cassette 9.95

Bluebook #COM-37020

DIRECT HIT **1248**
By Bruce Johnson
The student must balance a third class lever in this program. If the answer is correct, a cannon will fire a direct hit. Where the cannon ball hits will show the student whether the incorrect answer was too large or too small. Elementary and up.
Requires Pet or VIC-20 with 3K Memory Enhancer.
Disk or Cassette 9.95

Bluebook #COM-37021

BLOCK STACKER **1248**
By Bruce Johnson
This exercise explains the principle of "work." The student must carry six blocks to the top of a platform by indicating how much work is done to carry each block. If the answer is wrong, the steps become a slide and down you go. Elementary level and up.
Requires Pet or VIC-20. **Disk or Cassette 9.95**

Bluebook #COM-37022

HAY DAY **1248**
By Bruce Johnson
In this program, you will have to lift eight bales of hay into the top of a barn. If you answer incorrectly you will drop a bale and try again. The amount of work you do and, most importantly, how fast you do it will determine the amount of POWER you used. The quicker you can lift the bales, the more powerful you'll be. Elementary level and up.
Requires Pet or VIC-20. **Disk or Cassette 9.95**

Bluebook #COM-37023

DEMOLITION DERBY **1248**
By Bruce Johnson
You'll be in a demolition derby in this program. Two cars will be crashing into each other. Your job is to tell which one will win by determining which has the greater MASS. If you get seven right in a row, you win. If you miss just one, you'll have to start over. Elementary level and up.
Requires Pet or VIC-20. **Disk or Cassette 9.95**

Bluebook #COM-37024

METRIC JUMP **1248**
By Bruce Johnson
In this exercise, the object is to break the track record in the long jump. The student is given a distance to jump and must convert it to a different metric unit of length. Five jumps are needed, but time is a factor. Elementary level and up.
Requires Pet or VIC-20. **Disk or Cassette 9.95**

Bluebook #COM-37025

LIGHT FIVE **1248**
By Bruce Johnson
An exercise in finding voltage and amperage. The student must use two equations to light up the five lights on the screen. A timer is used, so think fast! Elementary level and up.
Requires Pet or VIC-20. **Disk or Cassette 9.95**

Bluebook #COM-37026

TORPEDO ALLEY **1248**
By Bruce Johnson
In this exercise, the student will be using radar to destroy a mine field. There are seven mines that must be cleared using torpedos from a submarine. The time or echo or radar waves will allow the distance of the mines to be determined. If too many mines are missed, the submarine will be destroyed. Elementary level and up.**Requires Pet or VIC-20.** **Disk or Cassette 9.95**

Bluebook #COM-37027

INTERCEPTOR **1248**
By Bruce Johnson
This program requires the student to intercept two moving objects. The task is to shoot down a drone (target plane). The speed and altitude of the drone will determine the lead time and distance that should be used when firing. Seven drones must be shot down. Speed and accuracy are timed. Elementary level and up.**Requires Pet or VIC-20.** **Disk or Cassette 9.95**

Bluebook #COM-37028

SAVE THE WHALES **1248**
By Dennis Simonson
Learn about our cetacean fellow creatures as you practice guiding each of ten different whales into a sanctuary where they will be safe from prowling Whale Killer Ships. Elementary level and up.
Requires Pet or VIC-20 with 3K Memory Enhancer.
Disk or Cassette 14.95

Bluebook #COM-37029

WATTS UP **1248**
By Bruce Johnson
In this program, you must load five blocks into a truck with the use of a conveyor belt. To do this, you must first find the power, in watts, of the motor running the belt. Second, you must find the energy or work that was used to load each block. The key is to load the blocks as quickly as you can so that you will use as little energy as possible. Elementary level and up.
Requires Pet or VIC-20. **Disk or Cassette 9.95**

Bluebook #COM-37030

EARTHQUAKE **1248**
By Bruce Johnson
This is an exercise in finding epicenters, the surface origin of earthquakes. Five earthquake epicenters are located on the screen. The student is given three receiving locations and must find the distance that each one is from an epicenter. By intersecting the distances, the student will be able to find all the epicenters in their proper order. A perfect score would be 125 points. Speed and accuracy are timed. Elementary level and up. **Requires Pet or VIC-20.** **Disk or Cassette 9.95**

Bluebook #COM-37031

RIVER RUN **1248**
By Bruce Johnson
How much power does a river have? In this exercise, the student will find the horsepower that a river can produce. The slope of a river and the amount of water flowing in it are the main ingredients. Using a paddlewheel, the water will run a generator. Right answers send electricity up a power cable to flash on the main circuit. You'll be timed, so be accurate and watch the clock.
(Upper elementary and up)
Requires: VIC-20 **9.95**

Bluebook #COM-37032

WIND CLOUD **1248**
By Bruce Johnson
Requires the student to find both the height of a cloud and the speed of the wind pushing it. The student will release a balloon and watch it disappear into a cloud. Using the time it takes for the balloon to rise into the cloud, as well as the distance it travels, the student can find the wind speed and the cloud height.
(Upper elementary and up)
Requires: VIC-20 **9.95**

Bluebook #COM-37033

FERTILE FIELDS **1248**
By Bruce Johnson
Nitrogen is very important for a good corn harvest. It will be your job to supply the right amount of fertilizer in a field of corn. You'll have to count the number of bushels of corn you can get from the soil and tell how much nitrogen is in it. To get a full harvest, you'll have to supply the nitrogen.
Upper elementary and up.
Requires VIC-20. **9.95**

Bluebook #COM-37034

ALFALFA MILLIONAIRE **1248**
Water is vital for all crops. You'll be using irrigation to grow crops over a ten year period. The amount of water needed for each ten year period will vary because of the evaporation rate. You can earn an income of up to $100,000 each year, but this will depend on how much water you use. Too much or too little water will cost you. Upper elementary and up.
Requires VIC-20. **9.95**

Bluebook #COM-37035

E.T.A. **1248**
By Bruce Johnson
In this program, you'll be flying a plane. Because you're the pilot, you must, in some cases, figure out your ETA (estimated time of arrival). Other variables will be your distance, air speed, and ground speed. The wind plays a big part in this program becuase you can have a head wind, a tail wind, or no wind. Land your plane seven times-but hurry! You'll also be playing against the clock!
Upper elementary and up.
Requires VIC-20. **9.95**

Bluebook #COM-37036

THUNDERBOLT **1248**
By Bruce Johnson
A flash of lightning and a roll of thunder! How far away is that thundercloud? In this exercise, you'll find the distances to thunderclouds by using the speed of sound. If you're correct, you'll make it into the house safely. Wrong answers mean you're going to get wet.
Upper elementary and up.
Requires VIC-20. **9.95**

Bluebook #COM-37037

DEW DROP **1248**
The idea of this program is to find the height of clouds. By using the ground temperature and the ground dew point temperature (the temperature at which dew starts to form), you can find the cloud height. As you gain altitude, the two tempertures drop, but not at the same rate. When you reach the altitude where both temperatures are the same, that point marks the beginning of the clouds.
Upper elementary and up.
Requires VIC-20. **9.95**

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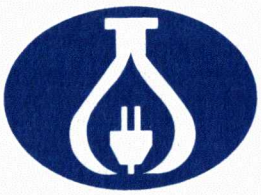


Bluebook #COM-37038

SHARING SCIENCE-SERIES 1 **1141**
The computer is provided with data in six or seven science curriculum categories. Three of the categories appear on the screen. The players select a category, and the computer responds with a true-false statement. The two players are encouraged to discuss their responses as they both answer all questions in an attempt to outscore the computer. The computer indicates whether the statement given was true or false, scores the responses, and provides an explanation for each false statement. Teachers like the program structure which allows students to learn not only from the computer but from interaction with each other as well. The Sharing Science format is available at the following levels:
Categories:
Hot and Cold, Plants and Animals, Water, Seasons, Light, Sound, and Magnets. This level deals with basic concepts and is recommended for 2nd and 3rd grade children.
Requires: 16K PET or Commodore 64

Bluebook #COM-37039

SHARING SCIENCE-SERIES 2 **1141**
Simple Machines, States of Matter, The Sun and Planets, A Health Diet, Plants and Animals, and The Changing Earth. We recommend this program for 3rd and 4th grade students.
Requires: 16K PET or Commodore 64

Blubook #COM-37040

SHARING SCIENCE-SERIES 3 **1141**
Plants and Animals, Magnetism, Insects, Electricity, The Human Body, and The Atmosphere. We recommend this program for students in grades 4 and 5.
Requires: 16K PET or Commodore 64

Bluebook #COM-37041

SHARING SCIENCE-SERIES 4 **1141**
Matter, Energy, Plants, Animals, The Earth, and the Universe. This program is recommenhded for use in grades 5 and up.
Requires: 16K PET or Commodore 64

Bluebook #COM-37042

SHARING SCIENCE-SERIES 5 **1141**
Enegry: Heat, Light, Sound, Electricity, Atomic, Magnetism. This program is recommended for use in grades 6-8.
Requires: 16K PET

Bluebook #COM-37043

SHARING SCIENCE-SERIES 6 **1141**
Human Body Systems: Circulatory, Respiratory, Digestive, Nervous and Sensory, Skeletal, Muscular. We recommend this program for grades 6-8.
Requires: 16K PET

Bluebook #COM-37044

BLACKBOX **1141**
This program provides the young scientist with an exercise in deductive reasoning. Based on how rays fired into a box deflect, absorb, or reflect, the student attempts to locate a known number of unseen objects. An efficiency rating and a score are given based on the number of objects present, the percent found, and the number of rays required.
Requires 16K Pet.

Bluebook #COM-37045

ROWBOAT-DINOSAURS **1141**
It takes two players to get our rowboat safely to shore. One player, answering true and false statements controls the bailer in our leaky boat. The second player will be busy answering a set of yes or no questions. For each correct answer the rower will take another stroke toward shore. If both players do well the boat will come to land on an island. Recommended for grades 3 and 4.
Requires 16K Pet.

Bluebook #COM-37046

ROWBOAT-PLANTS **1141**
Recommended for grades 6-8.
Requires 16K Pet.

Bluebook #COM-37047

ROWBOAT-INVERTEBRATES **1141**
Recommended for grades 6-8.
Requires 16K Pet.

Bluebook #COM-37048

ROWBOAT-POLLUTION **1141**
Recommended for grades 6-8.
Requires 16K Pet.

Bluebook #COM-37049

ROWBOAT-WEATHER **1141**
Recommended for grades 6-8.
Requires 16K Pet.

Bluebook #COM-37050

ROWBOAT-CONSERVATION OF ENERGY **1141**
Recommended for grades 6-8.
Requires 16K Pet.

Bluebook #COM-37051

LIGHT BULBS 1 **1200**
A battery, bulb, and wire circuit is shown. Student decides if bulb will light. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-37052

LIGHT BULBS 2 **1200**
Computer shows bulb, battery, and wire configuration. Will the bulb light?
Commodore-64 **9.95**

Bluebook #COM-37053

THE TEMPERATURE CONVERTER **1279**
Conversion from fahrenheit to centigrade and vice versa. Continuous use of program is available for significant data conversion.
Requires VIC-20 or 64. **Cassette 9.95**

Bluebook #COM-37054

THE HUMAN BODY: AN OVERVIEW **1116**
See your body in a new dimension! The fascinating systems of the human body come alive with engaging and animated graphics to illustrate the text. For people with bodies ages 11 through adult.
- Introduction to the Human Body
- The Muscular System
- The Digestive System
- The Respiratory System

PART TWO
- The Skeletal System
- The Circulatory System
- The Nervous System
- Review Test

Requires: 16K PET Disk or Cassette **90.00**

Bluebook #COM-37055

PHYSICAL SCIENCE SERIES- **307**
VOLUME BY DISPLACEMENT
These programs deal with traditional laboratory activities performed by students in introductory courses in physical science taught in grades 7 - 9. Each program represents a completely self-contained unit and may be appropriately introduced into the physical science curriculum as a meaningful complement to the learning experience. The programs are accompanied by student procedure sheets and teacher notes which have been carefully prepared to enable those having limited (if any) computer experience to readily utilize this software in their classrooms. The programs deal with a particular laboratory activity. Students perform the experiment, obtain their data, and produce and analyze their results. The associated computer programs have the following features:

- Students can readily check their calculations and discover their errors. If difficulty is encountered, detailed computer assistance is provided.

- If students are absent, or are unable to complete an experiment, the computer will randomly generate sets of reasonable data which may then be analyzed as if this data had been obtained during the laboratory investigation.
- The extensive use of graphics and animation to portray events and equipment serve to add interest to the programs and may be used as either an introduction to, or review of, the particular experimental procedure.

Requires PET/CBM or 64. Minimum memory requirement is 16K. Cassette 15.00

Bluebook #COM-37056

PHYSICAL SCIENCE SERIES- DENSITY OF SOLIDS 307
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37057

PHYSICAL SCIENCE SERIES DENSITY OF LIQUIDS 307
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37058

PHYSICAL SCIENCE SERIES- DENSITY OF A GAS 307
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37059

PHYSICAL SCIENCE SERIES- SATURATED SOLUTIONS 307
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37060

PHYSICAL SCIENCE SERIES- DECOMPOSITION OF WATER 307
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37061

PHYSICAL SCIENCE SERIES- SYNTHESIS OF ZINC CHLORIDE 307
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37062

PHYSICAL SCIENCE SERIES- COMPOSITION OF COMPOUNDS-PART I 307
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37063

PHYSICAL SCIENCE SERIES- COMPOSITION OF COMPOUNDS-PART II 307
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37064

PHYSICAL SCIENCE SERIES- TWO COMPOUNDS OF COPPER AND CHLORINE 307
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37065

PHYSICAL SCIENCE SERIES- THICKNESS OF A THIN SHEET 307
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37066

HISTOGRAM GENERATION AND ANALYSIS- VOLUME BY DISPLACEMENT 307
These programs enable student groups to feed their data and results into the computer which then generates a histogram displaying the range of values entered. (If a printer is available, a printout of the histogram may be generated for each student.) Histograms may be readily analyzed by the entire class and conclusions reached may be clearly depicted. The use of different sets of symbols permits the computer to display on one histogram data obtained from two or more related procedures.
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37067

HISTOGRAM GENERATION AND ANALYSIS-CHANGE IN MASS **307**
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37068

HISTOGRAM GENERATION AND ANALYSIS-DENSITY OF SOLIDS **307**
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37069

HISTOGRAM GENERATION AND ANALYSIS-DENSITY OF LIQUIDS **307**
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37070

HISTOGRAM GENERATION AND ANALYSIS-DENSITY OF A GAS **307**
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37071

HISTOGRAM GENERATION AND ANALYSIS-SATURATED SOLUTIONS **307**
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37072

HISTOGRAM GENERATION AND ANALYSIS-DECOMPOSITION OF WATER **307**
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37073

HISTOGRAM GENERATION AND ANALYSIS-SYNTHESIS OF ZINC CHLORIDE **307**
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37074

HISTOGRAM GENERATION AND ANALYSIS-TWO COMPOUNDS OF COPPER AND CHLORINE **307**
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37075

HISTOGRAM GENERATION AND ANALYSIS-THERMAL EXPANSION OF SOLIDS **307**
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37076

HISTOGRAM GENERATION AND ANALYSIS-THICKNESS OF A THIN SHEET **307**
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37077

HISTOGRAM GENERATION AND ANALYSIS-OLEIC ACID MOLECULAR LAYER **307**
Requires PET/CBM or 64.
Minimum Memory Requirement 16K. Cassette 15.00

Bluebook #COM-37078

ATOMS **1347**
A graphic tutorial about atoms using the molecular structure of salt. Molecules, protons, neutrons, and electrons are explained. A short quiz follows the lesson. Grades 6-7. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-37079

CONSTELLATIONS **1347**
Following a brief background on the zodiac constellations, the twelve labelled constellations appear on the screen, one at a time. A drill with clues follows to test comprehension. Grades 4-8. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-37080

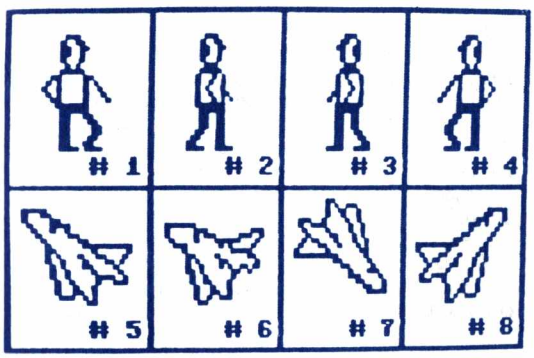
STARFINDER **1347**
Twenty-three major stars and constellations are shown on the computer screen. Quiz follows. Grades 5-8. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-37081

VISIBLE SOLAR SYSTEM **1343**
Journey to the major planets of our solar system, learn key statistics about each planet, or record atmospheric conditions and compare planetary statistics using "Astro Calc". A wonderful astronomy tool which gives you a tour of the solar system and teaches you about major planets along the way. **Requires: Commodore 64**
29.95

38000 • Graphics

Also See Related Categories: 22000 Computer Science
25000 Demonstration Programs
36000 Games
72000 Statistics



Bluebook #COM-38000

SPRITE DESIGNER **1303**

Creates sprites on the TV screen sketch pad, then automatically modify the sprites for 3-D and animated effects!

- Create multiple sprites easily.
- Automatically copy any previous sprite and then modify it manually, or automatically, to make additional sprites.
- Animated and 3-D graphics display made easy with the automatic transformations:
  - Reflection (horizontal or vertical)
  - Translation (up or down, left or right)
  - Rotation
  - Shearing
  - Reversing
  - Merging
  - Intersecting
- Allows review of all sprites completed.
- Change or replace any previously made sprite.
- Creates DATA statements automatically.
- Save SPRITE DESIGNER on tape or disk with DATA statements for further work on the sprites at any future time.
- Save DATA statements alone on tape or disk for use in your own programs.
- Directions included for easy merge of DATA statements with your own program.

Requires: Commodore 64

Tape 16.95
Disk 21.95

Bluebook #COM-38001

THE BAR CHART **1279**

A practical program to display your numerical data in bar-chart form. Readily adaptable as a subroutine in your business program. Also pictorializes the data under review.

Requires: VIC-20 or Commodore 64, Printer Optional.
Cassette 8.95

Bluebook #COM-38002

SKETCH PAD & CHAR-GEN **584**

SKETCH PAD will bring out the artist in you. This hi-resolution drawing program will allow you to draw pictures in detailed resolution. You have the option of drawing black on white or white on black with either the keyboard or optional joystick. A fill command will allow you to fill a block and other commands allow you to easily clear the screen if you have made any errors. Included is a sample picture called "3D CITY" and you can save and load any of the pictures that you have created with Sketch Pad. CHAR-GEN is a simple to use custom character generator for the VIC-20 that will allow you to design different characters for each printable key on the computer. This program is an excellent device to design game creatures, foreign alphabets, secret symbols, or other special characters. One set is included and you can make and store others quite easily. Commands include: clear character, draw & erase, shift right, reverse character, copy character, flip character, shift up, shift down, save characters, rotate character, mirror image, shift left, load characters. **Requires VIC-20, Joystick Optional. 24.95**

Bluebook #COM-38003

EASYPLOT 64 **1343**
Facilitates the printing of charts and graphs on a plotter. Allows the user to input data points directly and print out a variety of charts and diagrams for graphic display and analysis of numeric data and information.
Requires: Commodore 64, 1541 Disk Drive **79.95**

Bluebook #COM-38004

QUICK CHART **355**
A tool for creating bar charts on your Commodore 64. It is designed to give you presentation quality charts from the data that you enter at the keyboard. Quick Chart is menu-driven, which makes it very easy to use.
QUICK CHART prompts you for data and then edits the data you enter against your minimum and maximum values. It does automatic scaling, and if you wish to create monthly bar charts it does automatic prompting. What's more, you can save up to ten charts onto either cassette or disk so that you can later recall them for redisplay.
QUICK CHART gives you the flexibility to name your chart and axes as well as specify editing values. The Commodore 64 version lets you re-edit your values.
Requires: Commodore 64 and 1541 Disk Drive or DATASSETTE **Disk 17.95**
Cassette 14.95

Bluebook #COM-38005

EASY GRAPHICS 64 **1343**
A programming tool that is really an extension to our BASIC language that facilitates the use of superior graphics, color and sound features of the Commodore 64. FEATURES:
- Prevents the user or programmer from having to "massage" certain places inside the computer's memory to create a color or sound.
- Color, Circle, Sprite, Move Sprite, Scroll, and others.

Requires: Commodore 64, 1541 Disk Drive **49.95**

Bluebook #COM-38006

SCREEN-GRAPHICS-64 **355**
Gives you high resolution, multicolor, and sprite resolution mode, 160 x 200 in multicolor mode and sprite graphics in either HiRes or multicolor modes. Gives you two screens — one for normal text and the other for graphic displays. You can switch back and forth between the two screens in either command mode or from under program control mode. You can mix both HiRes and multicolor and sprites on the same screen.
SCREEN-GRAPHICS-64 adds more than twenty powerful commands to BASIC — commands to plot points, draw lines and boxes, use sprites and even display text with graphics. The commands are simple to use and make programming in BASIC with Screen-Graphics-64 easy. No need to learn a new language with Screen-Graphics-64. **Requires: Commodore 64 and 1541 Disk Drive or Datassette** **Disk 27.95**
Cassette 24.95

Bluebook #COM-38007

SPRITE-AID **355**
Lets you define sprites right on your Commodore 64's screen. Using either the keyboard or a joystick, you can quickly and accurately create even the most complex sprites in either high resolution or multicolor modes. There is also a demonstration program built into Sprite-Aid so you can see for yourself how the sprite will react to your joystick or keyboard commands.
Sprite-Aid saves your detailed sprites as data statements and includes a "sprite access routine" that allows you to use the sprites easily from your own programs. **Requires: Commodore 64 and 1541 Disk Drive or Datassette** **Disk 17.95**
Cassette 14.95

40000 • Health

Also See Related Categories: **16000 Biology**
26000 Dental
51000 Medical
59000 Personal

Bluebook #COM-40000

GOOD HEALTH HABITS **914**
This humorous program guides youngsters through a series of good health habits. It includes information on care of teeth, nutrition, good sleep habits and care of the eyes. Game follows.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-40001

OUR BODIES **914**
Very simple, basic approach to the different systems in our bodies and what each one does. Also included is information on why we do the things we do to maintain the health of our bodies. A little game, at the end, checks the student's knowledge of the material given and rewards the correct answers.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-40002

HEALTH AND OUR BODIES **914**
Provides a greater in depth study of the systems of the body, what they do, and how important it is to take care of each. How our bodies react to daily living is explained and the student learns to understand "what makes him or her tick."
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-40003

LOOKING AND FEELING YOUR BEST **1141**
Recommended for grades 3-5
Requires: 16K PET or Commodore 64

Bluebook #COM-40004

NUTRITION **1141**
Recommended for grades 4-7
Requires: 16K PET or Commodore 64

Bluebook #COM-40005

EMERGENCIES AND FIRST AID **1141**
Recommended for grades 4-up
Requires: 16K PET or Commodore 64

Bluebook #COM-40006

SMOKING **1141**
Recommended for grades 4-up
Requires: 16K PET or Commodore 64

Bluebook #COM-40007

DRUGS AND ALCOHOL **1141**
Recommended for grades 4-up
Requires: 16K PET or Commodore 64

Bluebook #COM-40008

HEART PARTS **1200**
Determining the parts of the human heart.
Commodore-64 **9.95**

Bluebook #COM-40009

FLOW OF HEART **1200**
Determine the flow of blood through the human heart.
Requires Commodore 64. **9.95**

40000 • Health

Bluebook #COM-40010

SENSES **1200**
Practice in determining which sense (Taste, feel, sight, sound, or hear) would be used in a given situation.
Commodore-64 **9.95**

Bluebook #COM-40011

DIET EVALUATION **1200**
Record the type and quantity of food you eat in a day and let this program analyze it. The computer reports your desired totals and actual totals for calories, protein, fiber, calcium, iron, vitamin-B1, vitamin-C, and vitamin-A. The program contains data on nearly 100 foods. The results of the computer analysis can be directed to the screen or printer. (Intermediate, Junior and Senior High, Adult Level)
16K PET or Commodore-64 **14.95**

Bluebook #COM-40012

AEROBICS POINTS CALCULATOR **1286**
Now using your Commodore VIC-20 you can monitor your fitness program. Learn your exact aerobics points for any time and (distance), and your combined point totals for several activities. For distance activities your yards/min, M.P.H., and min/mile rates are given. Using your tape datasett you may save your weekly, monthly, and year to date aerobics points totals. By viewing a bar graph on the screen of your average weekly aerobics points for each month see what range of fitness your program provides. Two programs come on 1 tape cassette: One for the basic VIC-20 (3583 bytes) will calculate aerobics points for running, walking, cycling, and swimming. The second program requires 3K memory expansion, and will calculate aerobics points for all the following activities: Running, Walking, Cycling, Swimming, Handball, Racquetball, Squash, Basketball, Soccer, Hockey, Lacross, Tennis, Badminton, Golf, Wrestling, Boxing, Skiing (water & snow), Football, Curling, Fencing, Calisthenics, Rowing, Cross country ski, Skating, Volleyball, Stationary run, Rope skipping, Treadmill, Dance (Square, Polka, Waltz, Hustle). An initializing program is provided so that you may initialize a new data tape for each year, or to save records for several people. All selections are made from the menu screen using a single keystroke. The data is viewed on the screen for checking before you save it on tape. The program may be used without data saving on tape if desired, to determine aerobics points earned and calories used, then however the screen plot would not be available of your average weekly aerobics points. Each activity is displayed using different colors on the screen.
Requires: VIC-20, and 3K Memory Expanson.
Cassette 24.95
Disk 29.95

Bluebook #COM-40013

TOOTH INVADERS **1343**
You are "Plaqueman." Your job is to prevent tooth decay and battle "D.K." by using your toothbrush, dental floss, and a flouride rinse. A great arcade/educational game. **Requires: Commodore 64** **29.95**

41000 • Home & Household

Also See Related Categories: 21000 Communications
29000 Energy
36000 Games
40000 Health
59000 Personal Finance
64000 Real Estate
71000 Sports
74000 Tax

Bluebook #COM-41000

HOME-1 **416**
Mortgage analysis: Simple mortgage payments, monthly mortgage tabulations, and time to pay-off mortgage. Rent vs. Buy: compares the rent vs. buy decision. Average Home Price: Calculates a brought home value based on home design information.
Requires Commodore 64 and 64K. **Disk 25.00**

Bluebook #COM-41001

NAME & ADDRESS FILE **1123**
VIC allows the user to store names & addresses for future reference. Can be updated as needed.
Requires: VIC-20 **5.95**

Bluebook #COM-41002

GROCERY MART **1256**
Customer "maps" favorite grocery store with items and prices. Provides cost, coupons, and tax in advance. Time-saver since shopping list is arranged by aisle. Monitor price changes. Uses DATA statements.
Requires 5K VIC-20 or 8K Pet. **Cassette 14.95**

Bluebook #COM-41003

DINNER'S ON! **1256**
Menu planner for up to 15 days in advance. Provides sorted shopping list for bulk purchases. Yields menu variety among favorite meals (with ingredients). Uses DATA statements. PET version has dessert variety feature and 25 day range.
Requires 5K VIC-20 or 8K Pet. **VIC Cassette 12.95**
Pet Cassette 14.95

Bluebook #COM-41004

HOME INVENTORY **1256**
Insurance inventory of home or office. One file per cassette. Maximum items PER file: 90(12K) 370(32K). Add, Delete, Search, Update, Sort by item or value, Print, List, Load, and Save. In-Memory file handling.
Requires 12K VIC or 8K PET. **Cassette 19.95**

Bluebook #COM-41005

HOME ADDRESS BOOK **1256**
Standard 3-line address plus phone. No labels. One file per cassette. Maximum items per file: 30 (8K) 310(32K), Add, Delete, Search, Update, Sort by last name, Print, List, Load, and Save. In-Memory File Handling.
Requires: 8K PET **Cassette 24.95**

Bluebook #COM-41006

PRICE SHOPPER **1256**
Keeps track of best prices in town. One file per cassette. Maximum items PER file: 45(8K) 370(32K), Add, Delete, Search, Update, Sort by item or store, Print, List, Load, and Save. In-Memory File Handling.
Requires: 8K PET **Cassette 19.95**

Bluebook #COM-41007

THE PHONE DIRECTORY **1279**
Throw out that bulky phone directory. Plug in your computer and you have the best telephone directory that money can buy. Forget the yellow pages. Access number by input of name or key word. Whether you use this for your business or at home, you'll never lose a phone number again!
Requires: VIC-20 or Commodore 64, Printer Optional.
Cassette 10.95

Bluebook #COM-41008

UTILITY BILL SAVER **1279**

With the assistance of this program you will be able to carefully maintain and monitor your utilities and utility bills. Program elicits appropriate input and double checks utility usage. Amount of billing doublechecked also. Maintains record of usage for comparison purposes.

Requires: VIC-20 or Commodore 64.

Cassette 12.95

Bluebook #COM-41009

HOME BUDGET **1279**

This program is specifically oriented to creating a profile of personal income and expenses and setting a budget which will optimize your money management. Quite frankly, if your spending more than you're earning, this program tells you in 'black and white' to stop spending so much or you'll go broke.

Requires: VIC-20 or Commodore 64.

Cassette 12.95

Bluebook #COM-41010

AT HOME INVENTORY **1279**

This program will maintain an inventory of all your personal effects and is a lifesaver in case of fire or theft. Maintain a permanent profile of item, date or purchase, serial number, purchase price, and related information. It may be your necessary proof if an insurance question is ever raised.

Requires: VIC-20 or Commodore 64.

Cassette 12.95

Bluebook #COM-41011

MEDICAL RECORDS **1279**

With the assistance of this program a medical profile is maintained for each family member. Permanent record of immunizations, allergy shots, doctors you've seen, and how often is maintained. Building a medical profile allows access to all your records at once or the records of just one person. A very unique data base program for some particularly important people—your family. This program may also be used by the lawyer or the insurance industry to create medical profiles on accident or injury cases.

Requires: VIC-20 or Commodore 64, Printer Optional.

Cassette 15.95

Bluebook #COM-41012

MY CREDIT CARDS **1279**

Every household or business that maintains credit cards should have this program. Maintains record of card holder, account number, card issuer, expiration date, and address of issuer to notify in case of loss. With the VIC printer it will automatically type out a letter to credit card company notifying company of loss with just a push of a button.

Requires: VIC-20 or Commodore 64. Printer Optional.

Cassette 15.95

Bluebook #COM-41013

SUPER SHOPPER **1279**

They say never to go to the supermarket hungry, but with this program you know exactly what you want before you get there. Array of foods reviewed as well as selection as input by user. Your helper to prepare the weekly shopping list.

Requires: VIC-20 or Commodore 64, Printer Optional.

Cassette 12.95

Bluebook #COM-41014

IT'S TRAVEL TIME **1279**

If you're tired of financing your vacation trip after you've returned, then why not budget it before you go. This program calculates your anticipated travel costs so that you can truly enjoy your vacation both before and after it happens. Helps compare costs of different vacations too.

Requires:VIC-20 or Commodore 64.

Cassette 13.95

Bluebook #COM-41015

MOTHER'S RECIPES **1279**

Eliminate the dirty recipe books and 3x5 cards. Instead, turn on the television and reproduce instantly the recipe you want.

Requires VIC-20 or Commodore 64. Printer optional.

Cassette 12.95

Use The Blue Book Family
Of Computer Directories
To Save You Time And Money!

41000 • Home & Household

Bluebook #COM-41016

THE PILL BOX **1279**

This program will enable you to maintain a profile of your family's prescriptions including type of medicine, prescription number, druggist, doctor's name, and date of prescription.

Requires VIC-20 or 64. **Cassette 14.95**

Bluebook #COM-41017

MY CHILD'S MILESTONES **1279**

When did your baby first smile, crawl, walk, talk, ride a two wheeler, or do any of a number of milestone events? With this program you will now be able to record all of those events for posterity.

Requires VIC-20 or 64. **Cassette 12.95**

Bluebook #COM-41018

HOME APPLICATIONS AND GAMES PACKAGE **1351**

Over 30 home applications and games especially written for the Commodore 64 Personal Computer. Here's what's included:

CHECKBOOK BALANCER - Take the tedium out of balancing the checkbook. Prevent overdraft errors.

BUDGET POWER - Figure the home budget with the Commodore.

NUMBER AVERAGING - Calculate batting averages and grades.

WEIGHT LOSS - Computerize your diet plan.

BLOOD/ALCOHOL LEVEL - Test your sobriety before you click on the ignition.

CRYPTO SYSTEM WITH LIGHT AND SOUND SHOW - Save sensitive information in unreadable form. Protects your right to privacy.

MEDICAL HISTORY - A handy way to keep records on adults, kids and pets.

GHOST TOWN VAMPIRE GIRLS - A computer version of the Lady or the Tiger.

BEOWULF - Battle the evil, mutant monster Grendel.

HELICOPTER WAR - Battle ground troops in this air-war simulation. Graphics and sound effects.

JET JOCKEY - Pilot a fighter plane against a Russian built M.I.G. Color graphics and sound effects.

BRIDGE BUSTER - Blow up a Hi-resolution graphics bridge.

.44 MAGNUM - Russian roulette with the most powerful handgun in the world.

ORACLE AT DELPHI - Predict the future and test your E.S.P.!

I-CHING COIN TOSS - Discover the ancient Chinese method for decision making.

ADVENTURE DIE CAST - An automated Dungeon master.

"R" IS FOR RED - Right brain, left brain dominance and how I learned to love computer Zen.

CAR OWNERSHIP EVALUATION - What will it cost to own the car in the driveway, or on the new car lot, for the next twelve months?

TRIP EXPENSE CALCULATION - How much to drive from coast-to-coast on your next vacation?

MEAL COST PLANNER - What's it cost to make goulash or quiche? Calculate the per meal and per serving cost.

UTILITY COST ANAYLSIS - How much does it cost to keep a houseful of lights buring? Here's the answer.

HEATING LOSS SURVEY - Here's how to lower the heating bill.

BULK PURCHASE TABULATOR - Study the cost effectiveness of making big purchases.

SMART TYPEWRITER - Dumb Word Processor - Write letters, business reports or a best-selling novel with the Commodore 64 Personal Computer.

CARPOOL WORKSHEET - Make it easy to divide expenses on the road.

MUSIC COMPOSER - Play your favorite tunes or write new melodies.

TYPING TUTOR - Learn or brush up on typing skills.

HOME INVENTORY LOG - Keep a record of important stereo, computer and T.V. serial numbers.

TAX BREAK - Record expenses to maximize deductions at tax time.

JOGGER LOG - Chart your performance over the long run, keeping track of distance, time and mood swing.

CREDIT CARD MANAGER - Keep track of purchases. No more searching for records.

Requires: Commodore 64, or VIC-20. Cassette or Disk 34.95

Bluebook #COM-41019

HOME PAK #2 **1351**

DUMB TERMINAL - Talk to Commodore 64 bulletin boards or chat on the Source.

NEW CHARACTER SET - Game designers can redefine character sets from the standard alpha-numeric to Space ships, Battle ships, or zombies.

SCROLLING DEMO - No more restriction to just one screen. Access up to ten screenfuls of dungeons, dragons, or space war! Here's how.

SPRITE GRAPHICS TUTORIAL - The final word on how to make it all work. It's easy, once you know the secret.

Requires: Commodore 64, or VIC-20. Disk or Cassette 19.95

44000 • Inventory

Also See Related Categories: 10000 Accounting
17000 Business Management
24000 Data Base Management
33000 Financial
45000 Invoicing, Billing, & Order Entry
65000 Retail & Point Of Sale

Bluebook #COM-44000

INFOTORY [INVENTORY MANAGEMENT SYSTEM] **1120**

The system offers many unique features, one of which is an Item Category Summary Report. The report provides MTD and YTD sales and cost of sales information summarized by departments, product lines or any other category established by the user. The most unique feature of this inventory management system is ANYREPORT. A data management system incorporated into INFOTORY, ANYREPORT offers the user unlimited flexibility in satisfying his reporting needs. Selections can be made from 38 different fields of information including three price levels. The printed columns of information can be arranged in a specified order and the items sorted in one of 10 different sequences. ANYREPORT will print all or some of the records depending on the conditions specified. Capabilities to search and print items containing key words or numbers and items within a specified numeric or alphabetic range are also available on every field. Report designs can be saved and recalled for future use. Inventory Reports (indicating which items are out of stock and subject to reorder), Price Lists and Sales/Cost Analysis Reports can be scrolled on the video monitor or printed in report format. Items placed on order can be tracked and reported. Two different item inquiry screens are available. One refrains from displaying confidential information should the monitor be visible to the public. Inquiries displaying the status of an item can be made quickly. Entering the full item code or part number is not required, a search will be made on partial entries.

Requires 32K, two disk drives and printer. **425.00**

Bluebook #COM-44001

BUSINESS INVENTORY **1279**

This program is a database program to maintain a record of your inventory and its location within your facility. Data statement input will permit recording of appropriate information and eliminates all future guesswork regarding what you have in inventory and where it is located. Inventory information is accessible by key word or inventory number.

Requires: VIC-20 or Commodore 64, Printer Optional.

Cassette 19.95

45000 • Invoicing, Billing, and Order Entry

Also See Related Categories: 10000 Accounting
17000 Business Management
33000 Financial
44000 Inventory
65000 Retail & Point Of Sale

Bluebook #COM-45000

ORDER TRACKER **1279**

If the customers keep calling for their merchandise and you can't remember when the order came in, or worse, where it is-then you must have this program! Data statement entry of date order was received, name and address of purchaser, date shipped, and amount for each item purchased is easily recorded and instantly accessible. Menu selection allows access by date or name of customer.

Requires: VIC-20 or Commodore 64, Printer Optional.
Cassette 19.95

47000 • Language Arts

Also See Related Categories: 15000 Basic Learning Skills
34000 Foreign Language

Bluebook #COM-47000

DIASCRIPTIVE READING **1016**
By Carol Buchter and Ron Buchter.
A diagnostic-Prescriptive-Tutorial reading program covering six skill areas: main idea, details, fact/opinion, vocabulary, sequence and inference. The programs diagnose the reading skills of each student, prescribe what is needed for improvement, and evaluate performance at each level before directing the student to the next program. If the student did poorly, he/she will be directed to a lower level program for remediation. If he/she did well, the student will be directed to a higher level program for further developmental activities. Each of the 36 developmental lessons contains short, informative selections, such as charts, paragraphs, etc. The student must carefully read the selections and respond to questions. Each lesson is self-directing and self-correcting, and focuses on one reading skill for one specific level.

Students receive immediate reward or instruction using highly motivating, advanced graphics animation for reinforcement. For instance, each correct answer will show the student that his/her spaceship is getting closer to the moon, and if he/she performs well, a landing will be effected. A MANAGEMENT SYSTEM, which is completely automatic, is also included in the disk version of DIASCRIPTIVE READING. The system not only records a student's progress on the disk, but will also remediate or advance the student through each skill area without teacher intervention. The teacher can obtain individual scores, a summary of scores, or a printout of the summary for all the diagnostic results, by typing a simple command. The system can be used over and over again with students being added or deleted at the push of a button. It is designed to keep track of every aspect of a student's performance while remaining simple to understand and easy to implement.

The lessons are contained on either 15 color-coded cassettes or 7 diskettes, making the series easy to use for both students and teachers. The disks or cassettes encompass the following:

- DIAGNOSTIC TEST FOR ALL SKILL AREAS. (Levels 3-8)
- VOCABULARY (Levels 3-8)
- SEQUENCE (Levels 3-8)
- MAIN IDEA (Levels 3-8)
- FACT/OPINION (Levels 3-8)
- DETAILS (Levels 3-8)
- INFERENCE (Levels 3-8)

Difficulty levels determined by student results using SAT AND CTBS program. **15 Cassettes 295.00**
7 Disks 295.00

Bluebook #COM-47001

HOW TO READ IN THE CONTENT AREAS SCIENCE/SOCIAL STUDIES/LITERATURE/MATH **1016**
By E. Insel, M.S. and A.N. Rabin, M.Ed.
A skills development program that utilizes the unique capabilities of the computer to personalize, individualize, and interact with the student to help him/her learn content area reading. Concepts taught include:

- Spotlighting—vocabulary building, learning the meaning of new words and concepts.
- Surveying—to determine the information given in a particular reading.
- Detecting—main ideas, inferences.
- Recalling—important facts, ideas and details
- Utilizing—applying skills to content areas

The program is easy to use and follow. The self-correcting features let the learner know immediately whether or not each response is correct. If incorrect, the program provides for immediate re-teaching and reinforcement of the particular skill before the student tries again. Through the clever use of graphics, the microcomputer rewards successful student performance with visual prizes. At the end of each lesson, the learner sees a summary of his/her performance. **Disk or Cassette 189.00**

Bluebook #COM-47002

HOW TO READ IN THE CONTENT AREAS SCIENCE **1016**

Disk or Cassette 189.00

Bluebook #COM-47003

HOW TO READ IN THE CONTENT AREAS SOCIAL STUDIES **1016**

Disk or Cassette 189.00

Bluebook #COM-47004

HOW TO READ IN THE CONTENT AREAS LITERATURE **1016**

Disk or Cassette 189.00

Bluebook #COM-47005

HOW TO READ IN THE CONTENT AREAS MATHEMATICS **1016**

Disk or Cassette 189.00

Bluebook #COM-47006

OUR WEIRD AND WACKY WORLD **1016**

By Judith H. Cohen, Ph.D. and Roberta Behr Wiener, Ed.D.

A computer assisted reading program that uses the computer's unique capabilities to provide immediate remediation and reinforcement for poor reading students. High motivation is provided by the techniques, animated graphics and short, humorous, true-to-life stories on which the program is based. Story based activities include fill-ins, look-alikes, cloze practice, ordering, etc. Wrong answers elicit immediate aid by the program. Related ditto exercises stress comprehension and decoding skills.

Reading Level: 3-4

Remedial Interest Level: Intermediate

Developmental Interest Level: Grades 2-4

4 Cassettes 39.95

1 Disk 44.95

Bluebook #COM-47007

OUR WEIRD AND WACKY WORLD CRITICAL READING PROGRAM **1016**

Reading with critical understanding. Eight short stories, followed by cloze practice and critical understanding questions and a follow-up ditto for each story. **4 Cassettes 39.95**

1 Disk 44.95

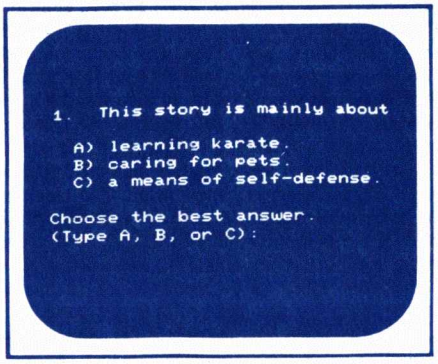
Bluebook #COM-47008

THE O'BRIEN VOCABULARY PLACEMENT TEST **1016**

By Janet O'Brien

A graduated vocabulary test that will find a student's independent reading level quickly. Validated on over 7000 students, it is culturally unbiased, discounts guessing, and has a placement range of readiness through a 7th grade reading level. Scores are stored for display to teacher only. **Cassette 19.95**

Disk 24.95



Bluebook #COM-47009

OUR WILD AND CRAZY WORLD **1016**

By Judith H. Cohen, Ph.D., and Roberta Behr Wiener, Ed.D.

Short, humorous stories taken from the pages of

newspapers and magazines make this computer-assisted reading program interesting to secondary and adult reading students. the lively subject matter ranges from the physical and mental problems caused by trying to solve Rubik's Cube to the effectiveness of an attack alligator.Eight short stories are followed by word meanings and cloze practice on the computer. There is a follow-up practice ditto for each story.
Reading Level: Grades 4-5.
Interest Level: Junior-Senior high school, Adult Ed.
Cassette 39.95
Disk 44.95

Bluebook #COM-47010

OUR WILD AND CRAZY WORLD CRITICAL READING PROGRAM **1016**
Eight short stories are followed by cloze practice and critical understanding questions. There is a follow-up practice ditto for each story. **4 Cassettes 39.95**
1 Disk 44.95

Bluebook #COM-47011

SCIENCE CONTENT READING AREA **1016**
By Dr. Sylvia Van Voorhees and Dr. Shirley N. Winters
Comprehension development through cloze. These high interest cloze lessons guide students to mastery in reading science material. Four passages of about 300 words each written on a single grade level are on an individual disk. Each of the passages contains seven deletions. There are five disks in the program, a total of 20 lessons, representing grades 4 through 8. These cloze activities aid in identification and correction of errors in the five critical components of reading comprehension: context clues, syntactic clues, signal words, pronoun referents, and prediction clues. When a student makes an error, the program branches to hint at the correct answer. If the student makes a second error, a more specific clue is given. Whenever two or three errors are made, the correct answer is displayed and explained. A management system identifies errors and tracks individual scores. In addition, an error analysis can be displayed for each student. The teacher is able to direct students to specific exercises on the dittos according to deficiencies indicated. The readability levels have been verified with the Fry Readability Formula. Textual materials are multiethnic and nonsexist. They have been proven highly successful in extensive classroom testing. Junior-Senior High School Gr. Level.
Specify Gr. Level 4-8. **Disk 39.95**

Bluebook #COM-47012

USING PHONICS IN CONTEXT **1016**
By Ann Edson M.Ed. and Eunice Insel, M.S.
This program enables students to master phonics by practicing phonetic skills in conjunction with semantic and syntactic information in high-interest story form. Fusing word attack skills and comprehension skills, the learner masters phonics through a totally interactive and branching program. A diagnostic pre-test will identify areas of weakness and prescribe the necessary lessons. The levels of branching include review of the concept and in-depth skill development exercises when necessary. A management system keeps the teacher informed of students' progress and areas in which there are still weaknesses. Student results will be stored on the disk for review by the teacher. The program is wide ranging and specific skills taught in context are: Initial Consonants, Final Consonants, Digraphs, Blends, Short Vowels, Long Vowel Patterns (vowel-consonant-final e), Long Vowel Patterns (double vowel combination), Irregular Vowel patterns, and Vowel Plus R combinations.
Reading Level: 2-4
Interest Level: Intermediate, ESL, Special Education
4 Disks 149.00

Bluebook #COM-47013

DRAGON GAME SERIES FOR LANGUAGE ARTS **1016**
By David Alan Herzog and Carol Friedman
This series of programs uses a game format that allows the student to review and practice parts of speech while actually having fun! Each game in the series focuses on a different part of speech. The student must move along a game board displayed on the computer monitor by correctly answering questions or end up in the fiery dragon's den. Animated graphics make the game motivational and exciting! The student must reach the end of the game board in order to receive the reward. Incorrect answers are explained by branching. A brief review of each part of speech precedes each game. It's a great way to give students the drill work they need in a way they will enjoy. The series consists of:

- The Dragon of Nouns
- The Dragon of Verbs
- The Dragon of Adjectives
- The Dragon of Synonyms
- The Dragon of Antonyms
- The Dragon of Contractions

Grade levels 3-6. **3 Cassettes 49.00**
1 Disk 49.00

Bluebook #COM-47014

ENGLISH BASICS-NOUNS I & II **1016**
By Dr. Stefan L. Irving and William B. Arnold The following English skills are reviewed and reinforced with student interaction: nouns, pronouns, verbs, adjectives, adverbs, homonyms, synonyms and antonyms, contractions. Each program focuses on a single problem experienced by students. The programs first display text material and highlight it in examples. The student is then quizzed on the skill presented and "reward" messages are displayed for correct answers. If the student gives an incorrect answer s/he is encouraged to try again. Finally, if the student keeps giving incorrect responses, the answer is displayed.
2 Cassettes 34.95
1 Disk 39.95

Bluebook #COM-47015

ENGLISH BASICS-PRONOUNS I & II **1016**
2 Cassettes 34.95
1 Disk 39.95

Bluebook #COM-47016

ENGLISH BASICS-VERBS I & II **1016**
2 Cassettes 34.95
1 Disk 39.95

Bluebook #COM-47017

ADJECTIVES I & II **1016**
2 Cassettes 34.95
1 Disk 39.95

Bluebook #COM-47018

ENGLISH BASICS-ADVERBS I & II **1016**
2 Cassettes 34.95
1 Disk 39.95

Bluebook #COM-47019

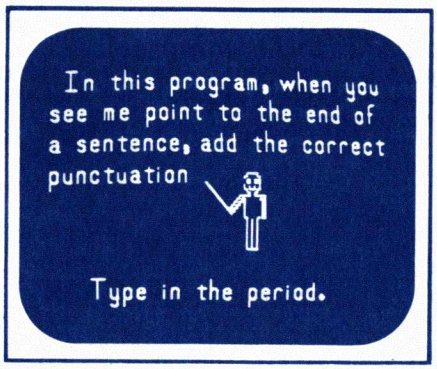
ENGLISH BASICS-HOMONYMS I & II **1016**
2 Cassettes 34.95
1 Disk 39.95

Bluebook #COM-47020

ENGLISH BASICS-SYNONYMS AND ANTONYMS I & II **1016**
2 Cassettes 34.95
1 Disk 39.95

Bluebook #COM-47021

CONTRACTIONS I & II **1016**
2 Cassettes 34.95
1 Disk 39.95



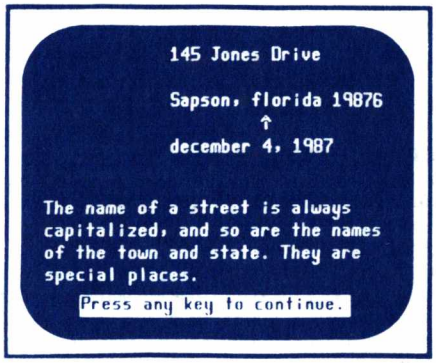
Bluebook #COM-47022

PUNCTUATION I **1016**
PERIOD/QUESTION MARK/EXCLAMATION POINT
These delightful programs take full advantage of the computer's color graphics, animation, and sound producing qualities, using the vehicle of a written letter to the student, to teach and reinforce basic punctuation. An interactive-tutorial method is used to immediately involve the student with the lesson. As the punctuation is introduced, the student is also given drill work consisting of inserting the correct punctuation where needed. Each mark is given an identifying sound which is heard only when the mark is correctly used by the student and provides an instant reward for work done correctly. The program branches back to instruction when the student makes an error. Additional drill material is provided for students who make more than four errors in the first twenty sentences to be punctuated. Reproducible activity masters are included to complement the microcomputer programs. **Disk 49.00**

Bluebook #COM-47023

PUNCTUATION II **1016**
THE COMMA

Disk 49.00



Bluebook #COM-47024

CAPITALIZATION **1016**

This program covers the various uses of capital letters. It includes capitalization in letter headings, addresses, quotations, and names. It also illustrates the use of capital letters with the end punctuation marks covered in PUNCTUATION I. Drill is used throughout the lesson to allow a continuously interactive format throughout both tutorial and drill sections. Several different drill formats are used to maintain student interest. **1 Disk 49.00**

Bluebook #COM-47025

QUOTATION MARKS **1016**

By Ronald A. Feldman

This is a series of six programs which illustrates and reviews the many uses of quotation marks and the proper punctuation of quotations. The programs provide an interactive-tutorial presentation. Each lesson begins with a review of a particular usage followed by a drill exercise. Concepts taught include: The Direct Quotation, The Indirect Quotation, Capital Letters in Direct Quotations, Interrupting Expressions in the Quoted Sentence, The Direct Quotation and Commas, and Closing Punctuation in Direct Quotations. Correct responses in the drill exercises are reinforced with animated, graphic rewards. After an incorrect response the computer branches to an appropriate tutorial section to review the concept. Reproducible activity masters are included with the series. They may be used to further reinforce and review the material covered by the computer lesson.

3 Cassettes 49.00
1 Disk 49.00

Bluebook #COM-47026

WRITING COMPETENCY PROGRAM **1016**

By Ron Buchter and Carol Buchter

This highly motivating writing competency program is designed to instruct the student in three basic and essential areas of writing skills: letter writing, report organization, and persuasion. The program provides tutorial instruction, motivating graphic rewards, and a management system which allows the teacher to monitor student achievement. It is designed for use as a complete course of study in writing competency classes and actively involves students in real-life situations.
BUSINESS LETTERS- (Request and Complaint)—format and basic parts, content, punctuation, audience, tone, capitalization, questions for reinforcement.
ORGANIZING A REPORT—types of organization, outlining skills, unity and coherence, details, questions for reinforcement.
PERSUASION—arguments and facts, topic sentences, supporting details, audience, questions for reinforcement. Junior-Senior High School. **4 Cassettes 65.00**
2 Disks 65.00

Bluebook #COM-47027

SPELLTRONICS **1016**

By Dr. Phyllis Almenoff

Cloze technique spelling. A systematic approach to spelling that utilizes the letter cloze technique to reinforce correct spelling and build visual memory. The microcomputer makes use of this technique in an interesting, personal, and non-fault-finding manner. Spelltronics is useful for all students who have trouble spelling. The entire program teaches 240 new words and also allows the teacher to add additional words if desired. Each word is presented 3 separate times with different letters deleted. The student adds the missing letters. Finally, the student must type the entire word into a sentence so that the word is used in context. If the student is unable to provide the correct spelling after two opportunities, the correct answer is displayed and the student tries again. Correct answers are rewarded in all drills. Words are grouped based on linguistic, phonic, or spelling concepts. The student advances from simple to more complex patterns. Each linguistic pattern has four units containing ten programmed words and a review unit. Linguistic patterns include: Vowel patterns, Long vowel patterns,

Consonant patterns, Word endings, Useful Words, and Unexpected spellings. Grade level 4, remedial all grades. **3 Cassettes 59.00**
1 Disk 65.00

Bluebook #COM-47028

SCRAMBLED LETTERS **1016**
By Dr. Stefan L. Irving and William B. Arnold
The computer presents spelling words with the letters scrambled. Two students compete to unscramble the letters keying in the correctly spelled word. The computer "rewards" the student who spells the word correctly. At the end of the program, all words are displayed on the screen with the correct spelling. Instructions which describe how teachers may add their own words to the program are included. **1 Cassette 14.95**

Bluebook #COM-47029

FLASH SPELLING **1016**
By Dr. Stefan L. Irving and William B. Arnold
The new spelling words are flashed one-by-one on the screen. The student can attempt typing in the correctly spelled word. A correct response receives a "reward." If the student gives an incorrect response, the same word is flashed again for a longer period of time. Instructions which describe how teachers may add their own words to the program are included. **Cassette 14.95**
1 Disk 33.50

Bluebook #COM-47030

READABILITY INDEX **1016**
By Dr. Stefan L. Irving and William B. Arnold
Using the Bormuth Formula, which has proved to be one of the most accurate readability equations, this program enables the user to determine the readability of any text by approximate grade level. Parameters checked in the program are average word length, average sentence length, and calculated estimation of the difficulty of the words. It is particularly useful to the classroom teacher in determining appropriate reading materials for students whose reading level is known. To determine the readability of any text, you need only to type in three paragraphs. The program then calculates the readability and presents the results. **Cassette 14.95**

Bluebook #COM-47031

CRYPTO **1016**
For this challenging game program, your students will have to use their skills of logic to decode CRYPTOGRAMS. By using single letter words, double letters in words, and punctuation as clues they can figure out the double letters in words, and punctuation as clues they can figure out the meanings of these mysterious sentences. Instructions which describe how teachers may add their own sentences to the program are included. **Cassette 11.95**
Disk 15.95

Bluebook #COM-47032

THE BANK STREET WRITER **1086**
A powerful new writing and language arts tool for elementary and secondary students, which evolved out of two years of research and testing with children at the renowned Bank Street College of Education in New York. It is a user-simplified program for writing, spelling, grammar, and punctuation activities—tailored for teachers and students. It allows users to correct spelling or grammar, revise sentences or insert new ones, move paragraphs and so forth, and then to print out a nicely formatted draft or final copy of their work, all with a few simple commands. It is a tool to help young students improve and enjoy their writing by enabling them to think about and control the writing process. THE WRITER, used with intelligence and sensitivity, can improve not only children's writing, but also their reading and speaking skills.
Requires Commodore 64 and one Disk Drive. Can be run on most printers. **95.00**

Bluebook #COM-47033

SENIOR HIGH VOCABULARY I **307**
15 programs.
Specify PET Or 64. **Disk 200.00**

Bluebook #COM-47034

JUNIOR HIGH VOCABULARY I **307**
15 programs.
Specify PET Or 64. **Disk 200.00**

Bluebook #COM-47035

SENIOR HIGH VOCABULARY II **307**
15 programs.
Specify PET Or 64. **Disk 200.00**

Bluebook #COM-47036

JUNIOR HIGH VOCABULARY II **307**
15 programs.
Specify PET Or 64. **Disk 200.00**

Bluebook #COM-47037

JUNIOR/SENIOR HIGH SPELLING I **307**
12 programs.
Specify PET Or 64. **Disk 200.00**

Bluebook #COM-47038

JUNIOR/SENIOR HIGH SPELLING II **307**
12 programs.
Specify PET Or 64. **Disk 200.00**

Bluebook #COM-47039

RECREATIONAL/EDUCATIONAL DISK **307**
15 programs.
Specify PET Or 64. **Disk 200.00**

Bluebook #COM-47040

SPELLING PROGRAMS S1 **307**
Contains approximately 60 words which have been appropriately rated for a particular grade level. A list of words dealt with in a given program can be displayed by running the program from line 8000. The teacher should display all 60 words and have the students define each word and construct sentences in which the words are used properly. If available, the associated Microphys vocabulary programs should be run in order to reinforce learning. Each time the program is run, the computer will randomly select 8 groups of five words. Any one of these five words may be spelled incorrectly. The student is then asked to choose the word misspelled. If the student responds incorrectly, the computer will indicate this and ask the student to try again. A second incorrect response will result in the computer identifying the correct choice. The student should be encouraged to work with a given program several times in order that he may ultimately be exposed to all the words and so that he may review this material sufficiently. The teacher may wish to generate individualized exams and homework assignments. The computer may be directed to randomly generate a set of words for each student and to grade the student's performance. Grades 7-12.
Specify PET/CBM or 64. **12 Programs on Disk 200.00**
Ea. Program Individually on Cassette 20.00

Bluebook #COM-47041

SPELLING PROGRAM S2 **307**
Grades 7-12.
Specify PET/CBM or 64. **12 Programs on Disk 200.00**
Each Program Individually on Cassette 20.00

Bluebook #COM-47042

WHEEL OF FORTUNE WORD GAMES SONG TITLES **307**
These programs will provide hours of challenging fun for virtually all age groups. Players try to fill in missing letters in a randomly chosen title or phrase and earn points according to the graphic display on a 'Wheel of Fortune'. The scores of each of 2 - 4 players are recorded and displayed, 1000 points being required to win the game.
Specify PET/CBM or 64. **Disk 20.00**
Cassette 15.00

Bluebook #COM-47043

WHEEL OF FORTUNE WORD GAMES STATESMEN **307**
Specify PET/CBM or 64. **Disk 20.00**
Cassette 15.00

Bluebook #COM-47044

WHEEL OF FORTUNE WORD GAMES FAMOUS PLACES **307**
Specify PET/CBM or 64. **Disk 20.00**
Cassette 15.00

Bluebook #COM-47045

WHEEL OF FORTUNE WORD GAMES SCIENTISTS **307**
Specify PET/CBM or 64. **Disk 20.00**
Cassette 15.00

Bluebook #COM-47046

WHEEL OF FORTUNE WORD GAMES ENTERTAINERS **307**
Specify PET/CBM or 64. **Disk 20.00**
Cassette 15.00

Bluebook #COM-47047

WHEEL OF FORTUNE WORD GAMES SPORTS FIGURES **307**
Specify PET/CBM or 64. **Disk 20.00**
Cassette 15.00

Bluebook #COM-47048

ANAGRAMS I [RECREATIONAL 1] **307**
Designed for use in both a recreational and educational setting. Employing a game format, each program randomly generates 'scrambled words' (anagrams) which are to be deciphered. Points are awarded for correct solutions and clues may be requested when difficulty is encountered. One tries to interpret as many anagrams as possible within the allotted time. Match play may be established since the computer may be directed to generate the same sequence of anagrams for two or more players. The time interval may also be adjusted in order to compensate for age or intelligence differences. The ANAGRAM programs are available in five level-of-difficulty categories. The clues provided in the school and college series are generally definitive in nature. Thus, vocabulary, reading and spelling skills are reinforced by these programs. Many of the words used are found in the Microphys Vocabulary and Spelling programs associated with the corresponding grade levels.
Specify PET/CBM or 64. **Cassette 15.00**

Bluebook #COM-47049

ANAGRAMS II [RECREATIONAL 2] **307**
Specify PET/CBM or 64. **Cassette 15.00**

Bluebook #COM-47050

ANAGRAMS III [COLLEGE 1] **307**
Specify PET/CBM or 64. **Cassette 15.00**

Bluebook #COM-47051

ANAGRAMS IV [COLLEGE 2] **307**
Specify PET/CBM or 64. **Cassette 15.00**

Bluebook #COM-47052

ANAGRAMS V [HIGH SCHOOL 1] **307**
Specify PET/CBM or 64. **Cassette 15.00**

Bluebook #COM-47053

ANAGRAMS VI [HIGH SCHOOL 2] **307**
Specify PET/CBM or 64. **Cassette 15.00**

Bluebook #COM-47054

ANAGRAMS VII [JUNIOR HIGH 1] **307**
Specify PET/CBM or 64. **Cassette 15.00**

Bluebook #COM-47055

ANAGRAMS VIII [JUNIOR HIGH 2] **307**
Specify PET/CBM or 64. **Cassette 15.00**

Bluebook #COM-47056

ANAGRAMS IX [ELEMENTARY 1] **307**
Specify PET/CBM or 64. **Cassette 15.00**

Bluebook #COM-47057

ANAGRAMS X [ELEMENTARY 2] **307**
Specify PET/CBM or 64. **Cassette 15.00**

Bluebook #COM-47058

VOCABULARY PROGRAMS [SERIES I] **307**
Each vocabulary program contains approximately 30 words which have been appropriately rated for a particular grade level. The list of words dealt with in a given program can be displayed by running that program from line number 8000.

Each time a program is run, the computer will randomly select 8 of the words and ask the student to : CHOOSE THE MOST APPROPRIATE DEFINITION.
1. DISDAIN
   a. Quell b. Scorn c. Claim Falsely d. Estrange e. Observe

If the student responds incorrectly, the computer will advise the student that:

> The word DISDAIN is used properly in the following sentence:
>
> A moral individual would DISDAIN the temptation of a sin.

Using this contextual clue, the student is given a second opportunity to define the word. An incorrect response would result in the student being informed of the correct answer. The student should be encouraged to work with a given program several times in order that he may ultimately be exposed to all the words and so that he may review sufficiently. It is important to note that in addition to developing a more powerful vocabulary, the programs are useful in improving reading and spelling skills. Note: Each vocabulary program is designed to generate individualized exams and homework assignments. The computer randomly selects a set of words for each student and grades the student's performance. The programs are available on cassette and retail for 20.00 each. The programs have also been written on disks which retail for 200.00. Each disk contains 15 programs.

30 Programs on Disk 200.00
Ea. Program on Cassette 20.00

Bluebook #COM-47059

VOCABULARY [SERIES II] **307**
30 Programs on Disk 200.00
Each Program on Cassette 20.00

Bluebook #COM-47060

VOCABULARY [SERIES III] **307**
Elementary school programs: Grades 4 - 6.
15 Programs on Disk 200.00
Each Program on Cassette 20.00

Bluebook #COM-47061

ANALOGY **307**
A series of 12 programs designed to assist students with problems often encountered on the Scholastic Aptitude and Achievement tests. Each problem presents a pair of words which exhibit an unspecified relationship. The student must determine the nature of this relationship and find, among 5 pairs of word-choices displayed, that particular word pair which suggests this same relationship. In order to accomplish this, the student is advised to formulate a simple statement which expresses a relationship between the two given words and then apply this same formulation, in exactly the same fashion, to each of the five choices presented. If the student responds incorrectly, the computer will display a suggested formulation which should enable the student to discern the nature of the analogy being dealt with. If the student again fails to answer correctly, the computer will not only display the correct selection, but will also indicate why the student's second response was not acceptable. These programs attempt to encourage the student to develop a more extensive vocabulary and to more critically analyze word relationships. The negative and positive word connotations must also be considered in order to fully and precisely understand the essence of a given analogy. Each of the 12 programs contains 25 analogies. During a given program run, the computer will randomly select 8 analogy problems. The order of appearance of the word pair choices is randomly determined by the computer. Students should be advised to run a given program several times, not necessarily in succession, so that as many of the 25 analogies as possible may be encountered. Instructors may find it meaningful to have students suggest other formulations and to see if they are capable of identifying the correct analogy.
Requires PET/CBM or Commodore 64. 200.00
computers.

Bluebook #COM-47062

MISSILE SPELLING-GRADE 4 **307**
This series of 36 programs enables youngsters in grades 4 through 12 to practice and develop basic spelling skills. Each program contains 60 graded words. The VIC randomly selects groups of 5 words, one of which is spelled incorrectly. Missiles are launched in order to destroy the word misspelled. The words chosen for grades 7-12 correspond to the Microphys Vocabulary Series. Note: there are 4 programs in each grade level.
Requires VIC-20 With 3K expansion cartridge.
Cassette 15.00

Bluebook #COM-47063

MISSILE SPELLING - GRADE 5 **307**
Requires VIC-20 and 3K expansion cartridge.
Cassette 15.00

Bluebook #COM-47064

MISSILE SPELLING - GRADE 6 **307**
Requires VIC-20 and 3K expansion cartridge.
Cassette 15.00

Bluebook #COM-47065

MISSILE SPELLING - GRADE 7 **307**
Requires VIC-20 and 3K expansion cartridge.
Cassette 15.00

Bluebook #COM-47066

MISSILE SPELLING - GRADE 8 307
Requires VIC-20 and 3K expansion cartridge.
Cassette 15.00

Bluebook #COM-47067

MISSILE SPELLING - GRADE 9 307
Requires VIC-20 and 3K expansion cartridge.
Cassette 15.00

Bluebook #COM-47068

MISSILE SPELLING - GRADE 10 307
Requires VIC-20 and 3K expansion cartridge.
Cassette 15.00

Bluebook #COM-47069

MISSILE SPELLING - GRADE 11 307
Requires VIC-20 and 3K expansion cartridge.
Cassette 15.00

Bluebook #COM-47070

MISSILE SPELLING - GRADE 12 307
Requires VIC-20 and 3K expansion cartridge.
Cassette 15.00

Bluebook #COM-47071

VOCABULARY - GRADE 7 307
Each vocabulary program randomly generates graded words which are to be defined. A sentence, in which the word is properly used, is displayed when an incorrect response is made. Using this contextual clue, a second opportunity to define the word is given. Reading and spelling skills are also reinforced as a more powerful vocabulary is developed. There are 10 programs in each grade level.
Requires VIC-20 and 3K expansion cartridge.
Cassette 15.00

Bluebook #COM-47072

VOCABULARY - GRADE 8 307
Requires VIC-20 and 3K expansion cartridge.
Cassette 15.00

Bluebook #COM-47073

VOCABULARY - GRADE 9 307
Requires VIC-20 and 3K expansion cartridge.
Cassette 15.00

Bluebook #COM-47074

VOCABULARY - GRADE 10 307
Requires VIC-20 and 3K expansion cartridge.
Cassette 15.00

Bluebook #COM-47075

VOCABULARY - GRADE 11 307
Requires VIC-20 and 3K expansion cartridge.
Cassette 15.00

Bluebook #COM-47076

VOCABULARY - GRADE 12 307
Requires VIC-20 and 3K expansion cartridge.
Cassette 15.00

Bluebook #COM-47077

RECOGNIZING FULL SENTENCES 914
The object of this program is to have the child learn to recognize a full sentence. The tutorial part of the program, written in very simple language, explains what a sentence is and gives examples. The child has several chances to choose between two samples and pick the one that is the complete sentence. The second part of the program contains a game which encourages the child to give the right answer. Correct answers are rewarded and incorrect answers are corrected with no penalty.
Requires Pet or Commodore 64. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47078

RECOGNIZING NOUNS 914
The object of this program is to have the child learn to recognize the noun in the sentence. It is explained that the noun is the "person, place or thing" word. Examples are given to help the child understand. The second part of the program has a game that rewards the

child for the correct answer. There is no penalty for an incorrect answer.
Requires: Commodore PET or Commodore 64. **Cassette 13.00 Disk 15.00**

Bluebook #COM-47079

RECOGNIZING VERBS **914**
The object of this program is to have the child learn to recognize the verb in the sentence. It is explained that the verb is the "doing" word. Examples are given to help the child understand. The second part of the program has a game that rewards the child for the correct answer. There is no penalty for an incorrect answer.
Requires:Commodore PET or Commodore 64. **Cassette 13.00 Disk 15.00**

Bluebook #COM-47080

HOMONYMS 1 **914**
The first part of the program explains what a homonym is and gives examples, using them in sentences. The children have many opportunities to show they understand the material. The second part of the program consists of a game which rewards the child for the right answer. There is no penalty for an incorrect answer. The two homonyms are presented and spelled and the child chooses the correct one.
Requires Pet or Commodore 64. **Cassette 13.00 Disk 15.00**

Bluebook #COM-47081

HOMONYMS 2 **914**
This is a more advanced version of HOMONYMS 1 using more difficult homonyms. The first part of the program explains what a homonym is and gives examples, using them in sentences. The children have many opportunities to show they understand the material. The second part of the program consists of a game (different than the one in HOMONYMS 1) which rewards the child for the right answer. There is no penalty for an incorrect answer.
Requires Pet or Commodore 64. **Cassette 13.00 Disk 15.00**

Bluebook #COM-47082

CONTRACTIONS **914**
In this program the student is introduced to the concept of contractions; how they are formed and what they mean. Practice examples are given. When the concept is clear the student goes on to "play" the game to test his or her retention. Sentences are given and the student must choose the correct, and correctly spelled, contraction. Right answers are rewarded and wrong answers are corrected with no penalty.
Requires: Commodore PET or Commodore 64. **Cassette 13.00 Disk 15.00**

Bluebook #COM-47083

CAPITALIZATION AND PUNCTUATION **914**
The principles of beginning a sentence with a capital letter and ending it with a period or question mark are taught. There are many examples given so the child can be sure he or she understands the idea. In the second part of the program, a game is used to reinforce the skills taught. The child corrects the sentence and, if it is correct, he or she is rewarded. If the sentence is incorrect, the corrections are shown with no rewards or penalties given.
Requires:Commodore PET or Commodore 64. **Cassette 13.00 Disk 15.00**

Bluebook #COM-47084

SUBJECT-VERB AGREEMENT **914**
The program teaches the principles of having the subject and verb agree; examples are given so the child can be sure he or she understands the idea. The second part of the program uses a game to reinforce the principles taught. If the child gives an incorrect answer or if the sentence given is incorrect, the correct sentence is shown and explained. There are rewards for right answers, but no penalties for wrong answers.
Requires Pet or Commodore 64. **Cassette 13.00 Disk 15.00**

Bluebook #COM-47085

STORY TELLING SEQUENCE **914**
The program stresses the sequence and logic when telling and writing a story. Three sentences are given and the student is asked to put them in correct, logical order. Many examples are given so the child has a great deal of practice and is sure to understand. In the game

part, the child is given 5 sentences and is expected to put them in logical, correct, numerical order. The student is rewarded for correct answers. Incorrect answers are corrected and there is no penalty for incorrect answers.
Requires: Commodore PET or
Requires Pet or Commodore 64. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47086

CONJUNCTIONS **914**
This program teaches the meaning and use of conjunctions. The tutorial part explains what they are and how they are used correctly. The student has the opportunity to join sentences, and parts of sentences, using conjunctions. After the skill is mastered the student goes on to the second part of the program, the game. Here, the student chooses the proper conjunction to complete the sentence correctly. Rewards are given for correct answers and wrong answers are corrected with no penalty.
Requires: Commodore PET or
Commodore 64. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47087

SENTENCE FRAGMENTS **914**
Introduces the student to sentence fragments and shows the child how to correct them. Many examples are given and the students have the opportunity to make the corrections themselves. Once the student feels he or she has mastered the material, the second part of the program, the game, will reinforce the skills taught in the tutorial section. Right answers are rewarded and wrong answers are corrected without penalties.
Requires:Commodore PET or
Commodore 64. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47088

ADJECTIVES **914**
The spoken and written story is dull, colorless and often difficult to understand, without the use of proper adjectives. Examples of the color provided, as well as the importance of the information they provide, are given. The student has practice answering questions, then goes on to the game. In the game, the student must identify the adjective in the sentence. Correct answers are rewarded and wrong answers are corrected with no penalty.
Requires Pet or Commodore 64. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47089

SENTENCE STRUCTURE ERRORS- **914**
SENTENCE FRAGMENTS
Sentence fragment is defined and student is shown two ways to correct the error. Program emphasizes recognition and correction of fragments.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47090

SENTENCE STRUCTURE ERRORS- **914**
FRAGMENTS [B]
Further practice in recognizing and correcting sentence fragments in both sentences and paragraphs.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47091

SENTENCE STRUCTURE ERRORS- **914**
MISPLACED MODIFIERS
Provides practice in identifying dangling modifiers and correcting phrase and clause modifiers to improve clarity of sentences.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47092

SENTENCE STRUCTURE ERRORS- **914**
RUN-ON SENTENCES [A]
Reviews basics of use of commas and endmarks to avoid run-on sentences and comma boo boos.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47093

SENTENCE STRUCTURE ERRORS- **914**
RUN-ON SENTENCES [B]
Additional practice of basics but a little harder, with coordinating conjunctions and conjunctive adverbs added. **Requires Pet.** **Cassette 13.00**
Disk 15.00

Bluebook #COM-47094

IMPROVING WRITING STYLE-COORDINATION [A&B] **914**
Gives practice in combining short, choppy sentences so writing flows. Use of appropriate coordinating conjunctions is shown through sentences.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47095

IMPROVING WRITING STYLE-FAULTY COORDINATION **914**
Explanation of errors given and student uses exercises provided to recognize and correct faulty coordination.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47096

IMPROVING WRITING STYLE-SUBORDINATION [A&B] **914**
Combining sentences through use of subordination. Subordinating conjunctions are shown and explained. Exercises provide opportunities to use most appropriate conjunction for sentence clarity.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47097

IMPROVING WRITING STYLE-PARALLEL STRUCTURE [A&B] **914**
Programs illustrate errors in parallel structure in words, phrases, and clauses. Recognition and correction is stressed.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47098

IMPROVING WRITING STYLE-SENTENCE BEGINNINGS [A&B] **914**
Improving style through varying sentence beginnings. Use of adverb, phrase and subordinate clause is explained and illustrated. Recognition of technique is stressed. **Requires Pet.** **Cassette 13.00**
Disk 15.00

Bluebook #COM-47099

IMPROVING WRITING STYLE-EXCESS WORDS **914**
People talk too much. Use 20 words when 5 or 10 will do. . . speaking and writing. This program will illustrate how to cut back "blue pencil," our own writing.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47100

USAGE-SUBJECT/VERB AGREEMENT [A&B] AND AGREEMENT OF PRONOUN/ANTECEDENT [A] **914**
Rules related to subject/verb agreement and pronoun/antecedent agreement are given. Students then practice identifying and correcting the errors.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47101

USAGE-IRREGULAR VERBS **914**
Student reviews and practices using irregular verbs by choosing the correct form for the sentence. Spelling counts! **Requires Pet.** **Cassette 13.00**
Disk 15.00

Bluebook #COM-47102

USAGE-USING ADJECTIVES AND ADVERBS CORRECTLY **914**
Program reviews correct use of adverbs with action verbs, adjectives with linking verbs, comparative and superlative form of modifiers and double negatives.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47103

MECHANICS-END MARKS **914**
Correct use of period, question mark and exclamation mark. Students practice making corrections in sentences and paragraphs. **Requires Pet.** **Cassette 13.00**
Disk 15.00

Bluebook #COM-47104

MECHANICS-COMMAS **914**
Practice is given to students in inserting commas in separating word series, introductory phrases, non-

restrictive clauses, parenthetical expressions and appositives. **Requires Pet.** **Cassette 13.00**
Disk 15.00

Bluebook #COM-47105

MECHANICS-QUOTATIONS **914**
Punctuation of direct quotes as well as rules for capitalization and end punctuation (with quotes), is illustrated. Student corrects errors.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47106

MECHANICS-CAPITALIZATION [A] **914**
Capitalization of proper nouns and adjectives, personal titles and geographical names. Practice given to correct errors. **Requires Pet.** **Cassette 13.00**
Disk 15.00

Bluebook #COM-47107

MECHANICS-CAPITALIZATION [B] **914**
Capitalization of day, month, holidays, historical data, names or organization, nationalities, etc., reviewed and exercises provided. **Requires Pet.** **Cassette 13.00**
Disk 15.00

Bluebook #COM-47108

MECHANICS-CAPITALIZATION [C] **914**
Capitalization of Deity, direct quotes, poetry and titles reviewed and practice given.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47109

SPELLING-"IE OR EI?" **914**
This series reviews specific spelling rules with their most common exceptions. Provides additional spelling practice with commonly misspelled words.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47110

SPELLING-PREFIXES AND SUFFIXES **914**
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47111

SPELLING-THOSE NASTY DEMONS **914**
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47112

SPELLING-MORE NASTY DEMONS **914**
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47113

SPELLING-STILL MORE NASTY DEMONS **914**
Students use exercises provided to recognize and correct words most frequently misspelled. Each program uses a different group of words.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47114

SPELLING-SPELLING THOSE PLURALS **914**
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47115

SPELLING-HEARING THE HOMONYMS **914**
This program deals with words that sound alike but are spelled differently and have different meanings. Practice is given selecting the right word from two or three choices. **Requires pet.** **Cassette 13.00**
Disk 15.00

Bluebook #COM-47116

SPELLING-POSSESSING THE POSSESSIVES **914**
These programs review the rules and exceptions governing their specific area. Students taught to recognize and correct the errors.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47117

SPELLING-A BATCH OF ENDINGS **914**
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47118

SPELLING-THE END OF ENDINGS **914**
Rules governing the addition of prefixes and suffixes are given. Emphasis on words ending in silent "e" or "y", doubling of final consonant, words ending in "seed" sound, and suffix endings most commonly confused. **Requires Pet.** **Cassette 13.00**
Disk 15.00

Bluebook #COM-47119

GLOSSARY OF USAGE **914**
This series includes a series of constructions which are accepted as standard English, with particular emphasis on words frequently confused. Each program provides a review of different words or phrases and has many exercises to reinforce student's ability to recognize and correct these errors.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47120

SAT VERBAL SKILLS **914**
This series is designed to help junior high school students improve their performance on standardized examinations. Exercises are grouped by category to help students retain information more effectively. The format of the exercises has deliberately been constructed to be similar to standardized test questions so that in addition to learning the actual material, students will also master test-taking skills.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47121

ETYMOLOGY-GREEK ROOTS AND PREFIXES **914**
This series recognizes the importance of knowledge of Greek and Latin prefixes and roots and, by explaining and defining many, enables the student to learn how to derive word meanings through use of this knowledge.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47122

ETYMOLOGY-LATIN ROOTS AND PREFIXES **914**
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47123

ETYMOLOGY-GROUP B **914**
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47124

ETYMOLOGY-GROUP C **914**
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47125

FOREIGN WORDS AND PHRASES **914**
Common foreign words and phrases are introduced and reviewed through exercises.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47126

WORD CATEGORIES-HISTORY **914**
By grouping words by specific categories, students are helped to retain definitions through associations with a particular subject area.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47127

WORD CATEGORIES-HUMANITIES **914**
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47128

WORD CATEGORIES-SCIENCE/MATH **914**
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47129

WORD CATEGORIES-LITERATURE **914**
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47130

WORD CATEGORIES-WORDS OF SIMILAR APPEARANCE **914**
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47131

WORD RELATIONSHIPS **914**
This series reviews the types of relationships that exist between pairs of words in analogies. Each program provides practice in all types of word relationship questions. Different vocabulary in each program and answers are explained.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47132

SYNONYMS **914**
This series emphasizes correct selection of words similar in meaning to the given word. Different words appear in each program and answers are explained.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47133

ANTONYMS **914**
This series emphasizes correct selection of a word opposite in meaning to the given word. Different words appear in each program and answers are explained.
Requires Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-47134

DEFINITIONS **914**
This series emphasizes correct selection of words by definitions. **Requires Pet.** **Cassette 13.00**
Disk 15.00

Bluebook #COM-47135

READ TEST **1123**
Determine the grade level & quality of the material you read and write.
Requires: VIC-20 and 3K memory expander **3.95**

Bluebook #COM-47136

CAPITALIZATION SERIES **1248**
Each lesson in this series has two parts. The first one (Part A) is a tutorial. The second (Part B) features drill and practice on the material covered in Part A. Part B uses a standardized achievement test format in order to help students become familiar with this sort of testing. The series also includes a 50-item pre-test which concludes with a recommendation concerning student placement within the series, and a 50-item post-test that suggests which lessons ought to be reviewed. Elementary and up.
Not For Original ROM's.
Requires Pet or 64. **20 Tapes 140.00**

Bluebook #COM-47137

WORD WEAVER **1248**
By Barbara Juster Esbensen
This set of programs is designed to help students gain a better understanding of the importance of using ordinary words in fresh new ways—vivid ways that will enhance the power of written expression. The seven programs are: What's in a Word, Begin with Words, Sea Songs, Cinquains, Haiku, Computer Haiku, and A Loop of Seasons. A comprehensive Teacher's Guide is included. Upper elementary and up.
Requires 16K Pet. 7 Programs. **Disk or Cassette 49.00**

Bluebook #COM-47138

AGREEMENT OF SUBJECT AND VERB **1248**
Problems consist of sentences with missing words. Word choices (singular and plural) are provided for each problem. The learner types the answer. At the bottom of the problem screen, the learner and the computer have a steam engine race. Getting the answers right will help the learner win. Each lesson consists of from nine to thirteen problems, depending on the progress of the race. Because the problems are selected randomly from a bank of thirty-two problems, it is unlikely that any two lessons will present exactly the same sets of problems. At the conclusion of each lesson, the learner's performance is summarized. Elementary level and up.
Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-47139

SPELL M-O-N-E-Y **1248**
A combination of spelling ability and decision-making is needed to Spell M-O-N-E-Y. The player chooses words to spell—some easy, others challenging—from a

list of economic terms. Correct spelling rewards the learner with an appropriate hourly wage. Part of that wage is then invested at compound interest for up to ten years. The goal, of course, is to finish ten turns with the greatest earnings and savings. Elementary level.
Requires Pet or VIC-20 with 3K Memory Enhancer. Disk or Cassette 14.95

Bluebook #COM-47140

THE NOUN **1248**
Deals with common and proper nouns. The subject matter is first defined and taught through examples. Then the learner is tested on what has been presented. At the end of the lesson, the learner's performance is summarized. Elementary level and up.
Requires Pet or 64. Disk or Cassette 7.95

Bluebook #COM-47141

THE VERB **1248**
This program covers action verbs, linking verbs, and verb phrases. First, the subject matter is defined and taught through examples. Then the learner is tested on what has been presented. At the end of the lesson, the learner's performance is summarized. Elementary level and up.
Requires Pet or 64. Disk or Cassette 7.95

Bluebook #COM-47142

THE ADVERB **1248**
Deals with the adverb, a word that modifies a verb, and adjective, or another adverb. First, the subject matter is defined and taught. Then the student is tested on what has been presented. If the student does not know the answer to a problem, the question mark can be typed and the computer will give the answer. At the end of the lesson, the student's performance is summarized. Elementary level and up.
Requires Pet or 64. Disk or Cassette 7.95

Bluebook #COM-47143

THE ADJECTIVE **1248**
This program uses a game-playing format to teach its subject matter. The student plays against the computer to see which one can score the most points. Each time the student answers a problem, the upper lefthand corner of the screen reveals whether the answer is right or wrong, and some numbers begin to whiz by in a little box. Hitting the RETURN key will then get the student one of these numbers. If the answer was right, this number will be added to the student's game score. If the answer was wrong, this number will be subtracted from the student's game score. The computer always adds 3 to its own game score. If the student does not know the answer to a problem, typing the question mark will cause the answer to be revealed. At the end of the lesson, the student's performance is summarized. Elementary level and up.
Requires Pet or 64. Disk or Cassette 7.95

Bluebook #COM-47144

SUBJECT AND PREDICATE **1248**
First, the subject matter is defined. Then the computer presents in random order 20 problems for the student to solve. Each problem is a sentence. For each sentence, the student is asked to identify the complete subject, the simple subject, the complete predicate, or the simple predicate. At the end of the lesson, the learner's performance is summarized. Elementary level and up.
Requires Pet or 64. Disk or Cassette 7.95

Bluebook #COM-47145

RUN-ON SENTENCES **1248**
Each problem consists of a group of words that should be divided into two sentences. Using the space bar, the learner moves an arrow across the screen and places it after the word that should end the first sentence. At the bottom of the problem screen, the learner and computer have a race. Each lesson consists of from 11 to 16 problems, depending on the outcome of the race. At the end of the lesson, the learner's performance is summarized. Elementary level.
Requires Pet or 64. Disk or Cassette 7.95

Bluebook #COM-47146

THE APOSTROPHE **1248**
Teaches the use of the apostrophe. First, the subject matter is presented in an instructional format. Then the learner is tested on his/her understanding of this material. At the end of the lesson, the learner's performance is summarized. Elementary level and up.
Requires Pet or 64. Disk or Cassette 7.95

Bluebook #COM-47147

END PUNCTUATION **1248**
Teaches the use of the three different kinds of punctuation marks that end sentences. These are the period, the question mark and the exclamation point. At the end of the lesson, the learner's performance is summarized. Elementary level.
Requires Pet or 64. Disk or Cassette 7.95

Bluebook #COM-47148

PUNCTUATION SERIES **1248**

These lessons provide drill and practice using a standardized test format. The computer randomly selects and presents a problem sentence. The student must identify where (if at all) a mistake in punctuation occurs. As the learner responds, the computer not only says whether the answer was right or wrong, but sets forth the applicable rule for the correction (if any). Each lesson covers from 2 to 7 rules of punctuation. In order to prevent the student from identifying a mistake because of the content of a given problem sentence, many of the problem sentences are identical in content except for a specific mistake in punctuation. At the end of each lesson, the learner's performance is summarized. Elementary level and up.

Requires Pet, 64, or VIC-20 with 3K Memory Enhancer. 8 lessons. **Disk or Cassette 56.00**

Bluebook #COM-47149

TACHISTOSCOPE **1248**

This program flashes small groups of words on the screen in random order. The student attempts to read each troup at a glance, and then to reproduce it correctly at the computer keyboard. The speed at which the words are flashed on the screen can be set by the student. 5 speeds are available. At the end of each run, the student's performance is summarized. Elementary level.

Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-47150

READING RACER ONE **1248**

Designed to give a student practice in reading 6 short passages at a speed chosen by the student. After each passage, a comprehension question is asked. At the end of the excercise, the student's performance is summarized. If the student goes through the exercise a second time, new questions are asked. Elementary level.

Requires Pet. **Disk or Cassette 7.95**

Bluebook #COM-47151

MATCHING CAPITAL LETTERS **1248**

A large capital letter appears on the screen. What letter on the computer keyboard matches it? The student tries to find and press the key with the matching letter. At the bottom of the screen, two little rectangles of light have a race. One belongs to the computer. The other belongs to the student. Which one will win? It all depends on how well the student matches the capital letter displayed by the computer. (If the student does not know the answer, and types the question mark, the computer will give the answer.) Pre-school and kindergarten.

Requires Pet, 64, or VIC-20. **Disk or Cassette 7.95**

Bluebook #COM-47152

MATCHING CAPITAL LETTERS [3G LIGHT PEN] **1248**

A large capital letter is displayed on the screen. Then two more letters appear. One letter of this pair matches the first letter. Which one? The student places the point of the light pen on a small square associated with the letter of his/her choice. If the choice is correct, a glad face appears. If the choice is not correct, a bad face appears and the problem is repeated. If allowed to run its course, the program will present all 26 letters of the alphabet. But the program may be terminated at any time simply by pressing the space bar. Whenever the program is terminated, a summary of the student's performance is displayed on the screen. This summary includes the following categories: number of problems, number of errors, time used on the lesson, letters presented by the computer, and letters not matched correctly by the student. Pre-school and kindergarten.

Uses a 3G Light Pen.

Requires Pet. **Disk or Cassette 7.95**

Bluebook #COM-47153

WHICH LETTER COMES NEXT? **1248**

A large capital letter appears on the screen, followed by a box with a question mark on it. What letter is hidden by the box? It is the letter that should come next in alphabetical order. At the bottom of the screen, two little rectangles of light have a race. One belongs to the computer. The other belongs to the student. Which one will win? It all depends on how well the student supplies the missing letters asked for during the lesson. (If the student does not know the answer, and types the question mark, the computer will give the answer.) Primary grades. **Requires Pet or 64.**

Disk or Cassette 7.95

Bluebook #COM-47154

WHICH LETTER COMES NEXT? [3G LIGHT PEN] **1248**

Three letters in sequence are presented. Which letter comes next? The student places the point of the light pen on a small square associated with the answer of

his/her choice. The problems are randomly selected by the computer. Each completed lesson consists of 21 problems, but any lesson may be terminated at any time simply by pressing the space bar. Whenever a lesson is terminated, a summary of the student's performance is displayed on the screen. Primary grades. **Requires Pet and 3G Light Pen.**

Disk or Cassette 7.95

Bluebook #COM-47155

MATCHING WORDS **1248**

Each problem consists of a moving word and two possible matching words randomly selected from a bank of 40 pairs of words. The student must choose the matching word. The two words in each pair are similar in appearance so as to require relatively fine visual discrimination by the student. Examples of these word pairs include the following: SOAP SOUP; LAND LEND; SWEAT SWEET. At the end of each lesson, the students performance is summarized.
Kindergarten and first grade levels.
Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-47156

MATCHING WORDS [3G LIGHT PEN] **1248**

A word appears. Then two more words appear. One word of this pair matches the first word. Which one? The student places the point of the light pen on a small square associated with the answer of his/her choice. The completed lesson consists of twenty problems randomly drawn from a bank of 40, but any lesson may be terminated at any time simply by pressing the space bar. Whenever a lesson is terminated, a summary of the students performance is displayed on the screen. Kindergarten and first grade.
Requires Pet and 3G Light Pen. **Disk or Cassette 7.95**

Bluebook #COM-47157

IDENTIFYING COMPLETE SENTENCES **1248**

Groups of words are presented on the screen. For each group, the student must identify whether or not it is a complete sentence. The groups are presented in random sequence, and it is unlikely that any given lesson will have exactly the same groups of words as the lesson preceding it or the lesson following it. At the end of each lesson, the student's performance is summarized. Elementary level.
Requires Pet, 64, or VIC-20. **Disk or Cassette 7.95**

Bluebook #COM-47158

MAKE A SENTENCE **1248**

Some scrambled words appear on the screen. The learner must use some of these words (but only these words) to type a complete sentence. Each sentence must end with a period. At the end of each sentence, the learner should press the return key. The computer will then perform according to what sentence was typed. Six different sentences are possible. Program uses sound. First grade level.
Requires Pet. **Disk or Cassette 7.95**

Bluebook #COM-47159

WORD SEARCH **1248**

Ten words are entered by the student, one at a time. The computer then hides these words within a grid of scrambled letters. Where is each word located? At the end of the exercise, the student's performance is summarized. Elementary level.
Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-47160

CATCH THE RHYMING FISH **1248**

A word flashes on and off at the top of the screen. Then three fish begin pulling other words across the screen. One of these words rhymes with the word at the top of the screen. Which one? The student uses a fishing pole to catch the right answer fish. At the end of the lesson, the learner's performance is summarized. Elementary level.
Requires Pet, 64, or VIC-20 with 3K Memory Enhancer.
Disk or Cassette 7.95

Bluebook #COM-47161

MATCHING SMALL WITH CAPTIAL LETTERS **1248**

The computer selects one of several lower case letters that appear on the screen. Which captial letter on the computer keyboard matches it? The learner tries to find and press the key with the matching letter. If the iearner does not know the answer, and presses the question mark, the computer will give the answer. Kindergarten or first grade level. **NOT for original ROM's.**
Requires Pet, 64, or VIC-20. **Disk or Cassette 7.95**

Bluebook #COM-47162

MAKING AN OUTLINE **1248**

The computer presents an article for the student to read. The student must then finish a partly completed outline by selecting subtopics in the order in which they appear in the article. The student may review the article as often as necessary in order to complete the work. At the end of the lesson, the student's performance is summarized. Elementary level.

Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-47163

GUESS THAT WORD **1248**

This instructional tape makes it easy for you (or your students) to create spelling lessons using words of your choice. You simply type in the words on the appropriate data lines. The needed data lines are so easy to create that even elementary school students (grades 4 and up) should be able to do the job. Lines 7000-7999 should be used for entering spelling words as data. Multiple spelling lists can be entered. Each list should be preceded by a number identifying the list. An arrow pointing up concluded each list. All data entries should be separated by commas. The tape as it comes to you when you buy it already has five lists of words sometimes identified as spelling demons. These lists can be changed simply by changing the data line entries. Here is how Guess That Word works when the program is run:

As requested by the computer, the student types in the number of the desired word list. Then the computer randomly selects a word from the list and, near the top of the screen, prints a row of gray boxes equivalent in length to the length of the chosen word. The student now has three choices. He/she can try to guess the entire word, guess a single letter, or ask the computer to reveal a letter of the word. If the student tries to guess the word, 100 points are won if the guess is right, and 5 points are lost if the guess is wrong. If the student tries to guess a letter, the cost of the guess (regardless of its accuracy) is 1 point. If the student guesses correctly, all such letters in the word are revealed. If the student's guess is wrong, no letters are revealed. If the student asks the computer to show a letter, only one letter is revealed even though more than one such letter may be in the word. The cost of this option is always 2 points. When the student finally guesses the word, the computer summarizes the results on an ongoing basis. This includes the average score per word, plus, a list of the specific words presented by the computer. Elementary and up. **Requires Pet or 64.**

Disk or Cassette 7.95

Bluebook #COM-47164

WORDS IN CONTEXT SPELLING SERIES **1248**
LEVEL A

This major drill and practice series is designed to supplement regular classroom instruction in grades 2 through 6. Each grade level consists of 36 lessons programmed on 7 tapes. Each tape carries 5 or 6 lessons. All lessons on each tape are available through a single loading. The entrire series has a total of 180 lessons. Each tape, after being loaded, works as follows: First, the student selects the desired lesson from the 5 or 6 offered on the tape. This is done by means of a selection menu describing the rules or patterns taught by each lesson. After a lesson has been chosen, the computer displays 10 words that will be used during the lesson. This list of words may be recalled to the screen by the student throughout the lesson. A total of 10 problems are then presented. Each problem consists of a sentence with a word missing. The correct word to be supplied in each instance will be one of the ten spelling words listed for the lesson. If the student does not know the answer, the spelling list may be recalled to the screen, or the computer may be asked to give the answer. At the end of each lesson, the student's performance is summarized, including a listing of the specific words that gave trouble. Each grade level set may be purchased separately. The Level A tapes consist of a total of 36 lessons. There are 10 words in each lesson. The words in each lesson are used to represent a particular rule or pattern that is being taught by the lesson. Second grade level.

Requires Pet or 64. **7 Cassettes 49.95**

Bluebook #COM-47165

WORDS IN CONTEXT SPELLING SERIES **1248**
LEVEL B

Third grade level.

Requires Pet or 64. **7 Cassettes 49.95**

Bluebook #COM-47166

WORDS IN CONTEXT SPELLING SERIES **1248**
LEVEL 6

Fourth Grade level.

Requires Pet or 64. **7 Cassettes 49.95**

Bluebook #COM-47167

WORDS IN CONTEXT SPELLING SERIES **1248**
LEVEL D

Fifth Grade.

Requires Pet or 64. **7 Cassettes 49.95**

Bluebook #COM-47168

WORDS IN CONTEXT SPELLING SERIES LEVEL E **1248**
Sixth Grade.
Requires Pet or 64. **7 Cassettes 49.95**

Bluebook #COM-47169

COMPOUND WORDS **1248**
A compound word is made up of two smaller words. Each problem in this program consists of a compound word drawn at random from a bank of 25 words. The job of the student is to type the two smaller words that make up the compound word being presented. At the end of ten problems, the student's performance is summarized. Elementary level.
Requires Pet, 64, or VIC-20. **Disk or Cassette 7.95**

Bluebook #COM-47170

HARD AND SOFT C **1248**
Each problem in this program consists of a word containing either a SOFT C or a HARD C. The student is to identify the C in the problem word by pressing S for SOFT C or by pressing K for HARD C. Each problem word is randomly selected from a bank of 50 words. Each lesson consists of 10 problems. At the end of each lesson, the student's performance is summarized. Elementary level.
Requires Pet, 64, or VIC-20. **Disk or Cassette 7.95**

Bluebook #COM-47171

HARD AND SOFT G **1248**
Each problem in the program consists of a word containing either a SOFT G or a HARD G. The student is to identify the G in the problem word by pressing J for SOFT G or by pressing G for HARD G. Each problem word is randomly selected from a bank of 50 words. Each lesson consists of 10 problems. At the end of each lesson, the student's performance is summarized. Elementary level.
Requires Pet, 64, or VIC-20. **Disk or Cassette 7.95**

Bluebook #COM-47172

DROPPING THE FINAL E **1248**
Each problem begins with a base word. The first job of the student is to type the base word plus an ED or ING ending. Finally, working from an ED or ING ending, the student must type the base word. Each problem word has been randomly drawn from a bank of 50 words. Each lesson consists of 10 problems. At the end of the lesson, the student's performance is summarized. Elementary level.
Requires Pet, 64, or VIC-20 with 3K Memory Enhancement. **Disk or Cassette 7.95**

Bluebook #COM-47173

CONTRACTIONS **1248**
For each problem, the computer will randomly display either a contraction or an uncontracted expression. If what is presented is a contraction, the student should type the uncontracted expression. If an uncontracted expression is presented, then the student should type the contraction. There are 10 problems to a lesson. If the student makes no mistakes, two space warriors will honor the student. Elementary level.
Requires Pet, 64, or VIC-20. **Disk or Cassette 7.95**

Bluebook #COM-47174

EXTRA PRACTICE SPELLING SERIES **1248**
This series is designed for students who need extra practice, and lots of it, in order to develop their spelling skills. Each lesson works as follows: A word appears on the screen and remains visible while the student tries to type it at the computer keyboard. The student makes as many attempts as may be necessary in order to accomplish this. When the word has been typed correctly, the screen is cleared and the student is asked to type the word from memory. If this is not done successfully, the word re-appears and the procedure begins anew. When the student types the word correctly from memory, a new word is presented and the cycle starts over. Words are selected at random from a bank usually containing between 30 and 50 words per lesson. The lesson may be terminated at any time, after which the student's performance is summarized, including a listing of the specific words that gave trouble. If the student works with at least 10 words during the lesson, and does so without making any mistakes, the computer displays two space warriors who honor the student's achievement. The total program includes grades 2 through 6 with word banks containing more than 7,000 spelling words. There are 36 lessons per grade level for a total of 180 lessons in all. **Requires Pet, 64, or VIC-20.**
5 Grade Level Set. **Disk or Cassette 249.75**
Note: Individual Grade Levels May Also Be Purchased Separately.

Bluebook #COM-47175

PREFIXES **1248**
The problems in this program consist of incomplete words and suggested prefixes. The student must choose the right prefix. The problems are randomly selected by the computer, and there are ten problems in a lesson. At the end of the lesson, the student's performance is summarized. The prefixes treated in this program are RE, CON, COM, EX, EN, IM, and IN. Elementary level. **Requires Pet or 64.**
Disk or Cassette 7.95

Bluebook #COM-47176

MORE PREFIXES **1248**
The prefixes that are worked with here are PRE, PRO, DE, DIS, and UN. Elemenatay level.
Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-47177

SUFFIXES **1248**
The problems in this program consist of incomplete words and suggested suffixes. The student must choose the right suffix. The problems are randomly selected by the computer, and there are 10 problems in a lesson. At the end of the lesson, the student's performance is summarized. The suffixes treated in this program are NESS, MENT, TION, SION, ANCE, and ENCE. Elementary level. **Requires Pet or 64.**
Disk or Cassette 7.95

Bluebook #COM-47178

MORE SUFFIXES **1248**
The suffixes that are worked with here are FUL, LESS, ANT, ENT, ABLE, IBLE, and OUS. Elementary level.
Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-47179

ROOT WORDS **1248**
The computer randomly selects 10 problems from a bank of 25. Each problem has a root word to which a prefix or a suffix (or both) has been added. The student is to type the root word. At the end of the program, the student's performance is summarized. Elementary level. **Requires Pet.** **Disk or Cassette 7.95**

Bluebook #COM-47180

PLURAL NOUNS **1248**
The computer randomly selects 10 problems from a bank of 40. For each problem, the student must type the plural form of a given noun. The rules for forming plurals are presented within the program and may be reviewed by the student at any time during the lesson. Student performance is summarized. Elementary level. **Requires Pet or VIC-20 with 3K Memory Enhancement.**
Disk or Cassette 7.95

Bluebook #COM-47181

USAGE BONERS **1248**
This drill and practice series focuses on common mistakes in usage, such as lack of agreement between subject and verb, double negatives, etc. For each problem, the computer not only states whether the student's response is right or wrong, but also shows how the mistake in English usage presented in the problem should be corrected. There are 10 problems in each lesson. The problems are randomly sequenced. At the end of each lesson, the student's performance is summarized. The format employed is frequently used in standardized achievement tests. Additionally, in order to prevent the student from identifying a mistake because of the content of a given problem sentence, many of the problem sentences are identical in content except for a specific mistake in usage. Elementary level and up. **Requires Pet, 64, or VIC-20. 15 Lesson Set.**
Disk or Cassette 99.00

Bluebook #COM-47182

MISPLACED OR DANGLING MODIFIERS **1248**
A phrase or clause modifying a word that it should not modify is a misplaced or dangling modifier. In this program, 20 sentences are presented in random sequence. Some of these sentences are worded correctly. Others need to be changed. The student must indicate for each sentence whether or not it needs to be re-written. At the end of the lesson, the student's performance is summarized, and the sentences that gave trouble during the lesson are listed. Elementary level and up. **Requires Pet or 64.** **Disk or Cassette 7.95**

Bluebook #COM-47183

TROUBLESOME PRONOUNS **1248**
Most errors in using pronouns have to do with sentences that use a pronoun along with a noun, a proper noun, or another pronoun. This program presents an easy way for the learner to decide which usage is correct. Then, using a game format, 20

problems are given to the student to solve. At the end of the lesson, the learner's performance is summarized. Elementary level and up. **Requires Pet or 64.** **Disk or Cassette 7.95**

Bluebook #COM-47184

SYNONYM SERIES **1248**
This program series consists of 15 lessons dealing with a total of 450 words. Each lesson works with 30 words divided into Columns A and B. Each word in Column A must be matched with the expression which is its synonym S(i.e. having an equivalent meaning) in Column B. At the end of each lesson, the synonyms from Column A that gave the learner trouble are listed. High School and adult.
Requires Pet or 64. **3 Cassettes or Disk 21.00**

Bluebook #COM-47185

VOCABULARY SERIES **1248**
This program consists of 72 lessons dealing with words commonly found in daily newspapers and weekly news magazines. Each problem presents a definition and a sample sentence. The learner then chooses the vocabulary word that best fits. At the end of each lesson, the learner's results are summarized, including a listing of the specific words that gave trouble during the lesson. Upper elementary and high school.
Requires Pet, 64, or VIC-20 with 3K Memory Enhancer.
24 Disks or Cassettes 168.00

Bluebook #COM-47186

ANTONYM MACHINE **1248**
The computer randomly selects a pair of words with opposite meanings. One of the two words is displayed flashing on and off in the upper left corner of the screen. What is the other word, the one that is its antonym? After the learner responds, an antonym machine processes the first word so that it becomes its antonym. Each lesson is designed to work with 20 pairs of words chosen randomly from a bank of 50 pairs. However, the lesson may be terminated at any point, at which time the learner's performance will be summarized according to the following categories: number of problems, number of errors, number of times computer gave answer, time used on the lesson, and specific antonyms that gave trouble. Elementary level. **Requires Pet or 64.** **Disk or Cassette 7.95**

Bluebook #COM-47187

HOMONYM MACHINE **1248**
The computer randomly selects a pair of words with the same sound but different meanings (examples: meat, meet). In all other respects, this homonym program works in exactly the same way as the antonym program. The difference is that the desired word in each case is a homonym rather than an antonym. Elementary level.
Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-47188

SOCIAL STUDIES WORD LIST: REGIONS **1248**
Classroom teachers tell us that although vocabulary exercises are a standard feature of instruction in the area of reading, more work in vocabulary development is needed in subjects such as science and social studies. This initial set of programs marks the beginning of a series designed to address this perceived need. REGIONS presents basic drill and practice social studies word list lessons for the following regions: FOREST, DESERT, FARMING, OCEAN, MANUFACTURING, TRADING, and POLITICAL. Each program works with a vocabulary commonly used when discussing a particular region. At the end of each lesson, the student's performance is summarized. If the student does all the problems in a lesson without having to review the word list, a special visual sequence will be presented on the screen. If the computer is equipped for sound, there will also be sound effects for this visual sequence. Elementary level.
Requires Pet or 64. **7 Tapes or Disks 49.95**

Bluebook #COM-47189

TO/TOO/TWO **1248**
These homonyms are often troublesome for students. This tape provides drill and practice problems using these words. Each lesson consists of 10 problems. Because these problems are random sequences and drawn from a larger bank of problems, it is highly unlikely that any two lessons in a row will display exactly the same sets of problems. At the end of each lesson, the student's performance is summarized. Elementary level. **Requires Pet or 64.**
Disk or Cassette 7.95

Bluebook #COM-47190

THERE/THEIR/THEY'RE **1248**
Here are three homonyms that students sometimes find difficult to use. Elementary level. **Requires Pet or 64.**
Disk or Cassette 7.95

Bluebook #COM-47191

ITS/IT'S-YOUR/YOU'RE **1248**
Each lesson consists of 20 problems. There are sentences with blanks to be filled by the appropriate homonyms. At the end of the lesson, the learner's performance is summarized. Among other things, this summary lists the specific homonyms that may have given the learner trouble during the lesson. Elementary level. **Requires Pet or 64.** **Disk or Cassette 7.95**

Bluebook #COM-47192

SIT/SET **1248**
The proper use of the verb 'sit' and 'set' is explained. 20 problems are then given requiring the student to select the appropriate verb to use. As each problem is answered, a "word machine" processes what the learner has chosen, and responds accordingly. The lesson may be terminated at any point, at which time the learner's performance is summarized. Elementary level and up. **Requires Pet or 64.** **Disk or Cassette 7.95**

Bluebook #COM-47193

LAY/LIE **1248**
This program instructs the student in the proper use of the verbs 'lay' and 'lie.' The format is the same as the one used for 'sit' and 'set.' Elementary level and up. **Requires Pet or 64.** **Disk or Cassette 7.95**

Bluebook #COM-47194

HAIKU **1248**
Haiku is a Japanese form of poetry. It calls for 17 syllables in three lines. These lines have syllable counts of 5, 7, and 5. Three other general rules must also be followed if the end result deserves to be called a Haiku.

First, a haiku must refer, in some way, to nature. The poem doesn't have to be about nature, but there must be a nature clue or reference included in it.

The second requirement of haiku is that the poem refer to a particular event as it is presently taking place. Generalizations do not belong in haiku.

Rule three requires that the haiku suggest to the reader the emotions the poet feels while describing the particular event.

A bank of words appropriate to the writing of haiku has been programmed into this tape and, choosing them, the computer writes poetry in 17 syllables—three lines of 5, 7, 5 syllables each. An exciting thing about this program is the ability of the computer to revise its poem, line by line, at the request of the student! In practice then, this unusual program can be used to encourage students to write creatively. Individual lines can be copied down on paper by the student for use in other poetry. Interesting images can be used as a jumping-off place for a single student, or a whole class, to create further images and further poetry—whether Haiku is the ultimate result or not. The ability of the computer to revise its own poem, line by line, gives the student a chance to become a critical recognizer of good haiku. In a classroom setting, students can be encouraged to explain why one group of 17 syllables is acceptable as haiku, while another misses the mark. Elementary level and up. **Requires Pet or 64.** **Disk or Cassette 7.95**

Bluebook #COM-47195

TYPE TO READ-SET A **1248**
Type to Read is designed for students who have yet to master the basic word attack patterns essential to the business of learning to read. It is based on the principle that there is usually a dependable relationship between the sounds of the English language and the ways these sounds are represented in writing. Each lesson begins with a sentence printed on the screen by the computer. The learner types this sentence at the computer keyboard as indicated by an arrow that appears in turn under each letter or space of the problem sentence. As the student types, only correct responses are reproduced on the screen. In this way, the learner's performance is shaped in a positive manner so as to produce results that are always correct. As each word is typed, the learner should pronounce it. For this reason, it is recommended that the learner be accompanied by a partner whose job it is to monitor the learner's reading of each word that is typed.
A partner may be another student, a parent volunteer, a paraprofessional, or the teacher. When feasible, it is desirable to use as a partner another student who has recently mastered the lesson. In this way, the lesson can serve two purposes. It can be used as initial instruction for the learner, and as a review assignment for the partner. When the learner finishes typing the sentence the first time, the screen clears and the sentence re-appears but with something missing. Again the learner types the sentence, after which the sentence comes back with another part missing. Eventually, the learner types the entire sentence from memory.Note: The learner should continue to pronounce each word as it is typed. If the learner does not know what letter to type next, pressing the up-arrow key will cause the right letter to appear. It is important to tell the learner's partner not to help the learner type any of the words. The partner's role should be confined

to monitoring and, if necessary, helping the learner to pronounce correctly the words that are typed.
At the end of each lesson, the learner's performance is summarized, and a rocket is sent up to honor the student's achievement.From time to time, as students move through the lessons, they may encounter words that are not in their vocabularies. This should not cause concern. The goal of Type to Read is the development of beginning word-attack skills. Vocabulary development is something else and should not be allowed to distort the purpose of the series, which is to provide students with dependable sound/symbol correspondences. Finally, experience has shown that with each succeeding lesson, the amount of time and practice the learner may need in order to achieve mastery will tend to decrease. This is in keeping with the fact that self-confidence is built with success. Type to Read is designed to help students succeed.The series consists of four programs. Set A introduces short vowel sounds between single consonants.
Requires VIC-20. 15 Programs, Disk or Cassette 105.00

Bluebook #COM-47196

TYPE TO READ-SET B **1248**
Set B focuses on consonant clusters at the beginning and ends of words.
Requires VIC-20. 17 Programs, Disk or Cassette 119.00

Bluebook #COM-47197

TYPE TO READ-SET C **1248**
Set C continues the work with consonant clusters at the beginnings and ends of words.
Requires VIC-20. 21 Programs, Disk or Cassette 147.00

Bluebook #COM-47198

TYPE TO READ-SET D **1248**
Set D deals with the regular sounds of common vowel digraphs and dipthongs, some of them r-controlled; the last two groups of lessons teach silent e at the end of a word.
Requires VIC-20. 24 Programs, Disk or Cassette 168.00

Bluebook #COM-47199

READING COMPREHENSION-SET A **1248**
This Reading Comprehension series is designed to be used in connection with the Type to Read series. Whereas Type of Read is intended to help students upgrade their beginning word attack skills, Reading Comprehension programs are meant to give students practice in understanding what they read. To serve this purpose, the Comprehension series uses a variation of the popular Cloze method—an approach which uses words in context as a means of assessing understanding. Each lesson begins with four lines of text printed on the screen. Each line has a missing word. Near the bottom of the screen are five numbered words. Four of these words belong in the four "blanks" or "holes" in the text. The fifth does not belong anywhere. The problem for the student is to identify which words belong where. Both series are based on a step-by-step progression that has been carefully worked out to cover a substantial sequence of lessons.Primary grades.
Requires VIC-20. 5 Programs, Disk or Cassette 35.00

Bluebook #COM-47200

READING COMPREHENSION-SET B **1248**
Requires VIC-20. 6 Programs, Disk or Cassette 42.00

Bluebook #COM-47201

READING COMPREHENSION-SET C **1248**
Requires VIC-20. 11 Programs, Disk or Cassette 77.00

Bluebook #COM-47202

READING COMPREHENSION-SET D **1248**
Requires VIC-20. 12 Programs, Disk or Cassette 84.00

Bluebook #COM-47203

WORD GUESS SPELLING SERIES **1248**
LEVEL A
This series is designed to supplement regualr classroom instruction in grades 2 through 6. It will be most suitable for students who are average or above average in their ability to spell. Each grade level consists of 36 lessons contained in 7 programs. Each program carries 5 or 6 lessons. All lessons in each program are available through a single loading. The entire series has a total of 180 lessons. Each program, after being loaded, works as follows: First, the student chooses the desired lesson from the 5 or 6 offered in the program. Then the computer randomly selects a word from the lesson and, near the top of the screen, prints a rectangle equivalent in length to the length of the mystery word. The student now has three choices. He/she can try to guess the entire word, guess a single letter, or ask the computer to reveal a letter of the word. If the student tries to guess the word, 100 points are won if the guess is right, and 5 points are lost if the guess is wrong. If the student tries to guess a letter, the cost of the guess (regardless of its accuracy) is 1 point.

If the student guesses correctly, all such letters in the word are revealed. If the student's guess is wrong, no letters are revealed. If the student asks the computer to show a letter, only one letter is revealed even though more than one such letter may be in the word. The cost of this option is always 2 points. When the student finally guesses the word, the computer summarizes the results on an ongoing basis. This includes the average score per word, plus a list of the specific words presented by the computer. Programs consist of a total of 36 lessons. There are 10 words in each lesson. The words in each lesson represent a particular spelling pattern.
(Elementary-second grade)
Requires: VIC-20 7 programs 49.95

Bluebook #COM-47204

WORD GUESS SPELLING SERIES-LEVEL B **1248**
(Third Grade)
Requires: VIC-20 7 programs 49.95

Bluebook #COM-47205

WORD GUESS SPELLING SERIES LEVEL C **1248**
(Fourth grade)
Requires: VIC-20 7 programs 49.95

Bluebook #COM-47206

WORD GUESS SPELLING SERIES LEVEL D **1248**
(Fifth Grade)
Requires VIC-20. 7 Programs 49.95

Bluebook #COM-47207

WORD GUESS SPELLING SERIES LEVEL E **1248**
(Sixth grade)
Requires: VIC-20 7 programs 49.95

Bluebook #COM-47208

TAKE TEN: STORY COMPREHENSION SERIES **1248**
This reading comprehension series integrates the microcomputer with printed materials. It is designed to provide easy, narrative reading material for older students who resist reading or who have difficulty reading, or both. There are three student booklets and three microcomputer programs-one program for each booklet. The series works as follows: the student reads a story in one of the three booklets. The computer then checks the student's reading comprehension by posing questions about what has been read. The student is free to use the booklet in responding at the keyboard to what is being asked. Student performance is summarized by the computer.
(Upper elementary and up)
Requires: VIC-20 and 3K Memory Enhancement 29.95

Bluebook #COM-47209

THE MUD BUGS **1141**
Each program consists of several short selections and corresponding comprehension questions. A reading rate may be set to control the speed at which the words are cleared off the screen. With the emphasis on comprehension rather than rate, the student is asked if he/she understood the selection before the comprehension questions are asked. If a student experiences difficulty in understanding a selection, he/she may choose to read it through again before being presented with the questions. We encourage students to be more consistently aware and concerned as to whether or not they are understanding as they read. After the comprehension questions have been answered, the student is told how many mistakes, if any, he/she made. The computer does not indicate which specific answers were incorrect. The student is required to reread the selection and to reassess his/her answers. The program progresses to the next selection only when the student answers all questions correctly. Recommended for grade 1
Requires: 16K PET or VIC-20 w/8K expander cartridge.

Bluebook #COM-47210

TIM'S HOT ROD **1141**
Recommended for grade 1
Requires: 16K PET or VIC-20 w/8K expander cartridge.

Bluebook #COM-47211

SNIFFLES **1141**
Recommended for grades 1-2
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-47212

THE GIANT BIRD **1141**
Recommended for grades 1-2
Requires: 16K PET or VIC-20 w/8K expander cartridge.

Bluebook #COM-47213

THE NEW GIRL 1141
Recommended for grades 1-2
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-47214

WHAT DOES RED MEAN? 1141
Recommended for grade 1-2
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-47215

MADE FOR THE DESERT 1141
Recommended for grades 2-3
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-47216

THE TALL ONES 1141
Recommended for grades 2-3
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-47217

WINGS AND WHEELS 1141
Recommended for grades 2-3
Requires: 16K PET or Commodore 64

Bluebook #COM-47218

WHAT'S UP 1141
Recommended for grades 2-3
Requires: 16K PET or Commodore 64

Bluebook #COM-47219

ROAD RALLY 1141
Recommended for grades 3-4
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-47220

THE LONG JOURNEY 1141
Recommended for grades 3-4
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-47221

SKY TOWERS 1141
Recommended for grades 3-4
Requires: 16K PET or Commodore 64

Bluebook #COM-47222

CREATURES OF THE DEEP 1141
Recommended for grades 3-4
Requires: 16K PET or Commodore 64

Bluebook #COM-47223

BANDIT BILL 1141
Recommended for grades 4-5
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-47224

THE EMPEROR WEARS A TUXEDO 1141
Recommended for grades 4-5
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-47225

WHO'S BRIGHT IDEA? 1141
Recommended for grades 4-5
Requires: 16K PET or Commodore 64

Bluebook #COM-47226

NATURE'S WONDERS 1141
Recommended for grades 4-5
Requires: 16K PET or Commodore 64

Bluebook #COM-47227

THE GREAT DETECTIVES 1141
Recommended for grades 5-6
Requires: 16K PET or VIC-20 w/8K expander cartridge.

Bluebook #COM-47228

DEATH OF THE DINOSAURS 1141
Recommended for grades 5-6
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-47229

MILES OF MAGNIFICENT SPACE 1141
Recommended for grades 5-6.
Requires 16K Pet or Commodore 64.

Bluebook #COM-47230

TROUBLED WATERS 1141
Recommended for grades 5-6
Requires: 16K PET or Commodore 64

Bluebook #COM-47231

MOM'S MAD 1141
Students read a given selection. The computer asks if the student understood the selection or if he/she needs to reread it. When the student feels comfortable with his/her understanding of the selection, the computer presents a series of events which the student is required to sequence. When events are sequenced incorrectly, students are required to reread the selection and correct their responses. The computer will advance to the next story selection when all answers are correct. Motivational graphics and reasonable grade level expectations help to keep children encouraged and on task. Recommended for grade 1
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-47232

GUS 1141
Recommended for grade 1.
Requires 16K Pet or VIC-20 with 8K Expander Cartridge.

Bluebook #COM-47233

TIMMY THE TURTLE 1141
Recommended for grades 1-2
Requires: 16K PET or VIC-20 w/8K expander cartridge.

Bluebook #COM-47234

WHITE AS SNOW 1141
Recommended for grades 1-2
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-47235

TAIL SPIN 1141
Recommended for grades 1-2
Requires: 16K PET or Commodore 64

Bluebook #COM-47236

WHAT IS A GIANT? 1141
Recommended for grades 2-3
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-47237

FATHER OF OUR COUNTRY 1141
Recommended for grades 2-3
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-47238

FROM TADPOLES TO TOADS 1141
Recommended for grades 2-3
Requires: 16K PET or Commodore 64

Bluebook #COM-47239

WHAT'S THE SENSE? 1141
Recommended for grades 2-3
Requires: 16K PET or Commodore 64

Bluebook #COM-47240

A LONG TIME AGO 1141
Recommended for grades 3-4
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-47241

PONDS, FORESTS, PRAIRIES 1141
Recommended for grades 3-4
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-47242

STATIONS IN SPACE 1141
Recommended for grades 3-4
Requires: 16K PET or Commodore 64

Bluebook #COM-47243

WHAT A NUISANCE 1141
Recommended for grades 3-4
Requires: 16K PET or Commodore 64

Bluebook #COM-47244

THE NEW WORLD 1141
Recommended for grades 4-5
Requires: 16K PET or VIC-20 w/8K expander cartridge.

Bluebook #COM-47245

A SHOCK FOR FRIENDS: ELECTRICITY 1141
Recommended for grades 4-5
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-47246

THE SCRAMBLER 1141
Recommended for grades 4-5
Requires: 16K PET or Commodore 64

Bluebook #COM-47247

FROM LAUNCH TO LANDING 1141
Recommended for grades 4-5
Requires: 16K PET or Commodore 64

Bluebook #COM-47248

THE LONG VOYAGE 1141
Recommended for grades 5-6
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-47249

THE OREGON TRAIL 1141
Recommended for grades 5-6
Requires: 16K PET or VIC-20 w/8K expander cartridge

Bluebook #COM-47250

ARNOLD'S ASSISTANT 1141
Recommended for grades 5-6.
Requires: 16K PET or Commodore 64

Bluebook #COM-47251

A TWO-WHEEL WONDER 1141
Recommended for grades 5-6.
Requires: 16K PET or Commodore 64

Bluebook #COM-47252

OUT OF SIGHT 1141
Professor Snead lectures on the advantage of reading rapidly but explains also that rate is secondary to comprehension. He allows the student to select a reading rate before presenting each of 3 story segments. Each segment is in turn followed by comprehension questions. Professor Snead will indicate how many questions were missed without directing the student to specific errors. The segment must be reread and the questions correctly answered before progressing to the next story part.
Requires: 16K PET or VIC-20 w/8K Expander cartridge or Commodore 64

Bluebook #COM-47253

SURF'S UP 1141
Recommended for grades 5-6
Requires: 16K PET or VIC-20 w/8K expander cartridge or Commodore 64

Blubook #COM-47254

SECOND CHANCE 1141
Recommended for grades 5-6
Requires: 16K PET or VIC-20 w/8K expander cartridge or Commodore 64

Bluebook #COM-47255

SORE WINNER 1141
Recommended for grades 6-7
Requires: 16K PET or VIC-20 w/8K expander cartridge or Commodore 64

Bluebook #COM-47256

EXCUSE ME 1141
Recommended for grades 6-7
Requires: 16K PET or VIC-20 w/8K expander cartridge or Commodore 64

Bluebook #COM-47257

GUARD DOGS 1141
Recommended for grades 6-7
Requires 16K Pet, VIC-20 with 8K Expander Cartridge, or Commodore 64.

Bluebook #COM-47258

ROUGHING IT 1141
Recommended for grades 7-8
Requires 16K Pet, VIC-20 with 8K Expander Cartridge, or Commodore 64.

Bluebook #COM-47259

SUBSTITUTE 1141
Recommended for grades 7-8
Requires 16K Pet, VIC-20 with 8K Expander Cartridge, or Commodore 64.

Bluebook #COM-47260

MY OWN DECISION 1141
Recommended for grades 7-8
Requires 16K Pet, VIC-20 with 8K Expander Cartridge, or Commodore 64.

Bluebook #COM-47261

CHIEF JOSEPH 1141
Recommended for grades 8-9
Requires 16K Pet, VIC-20 with 8K Expander Cartridge, or Commodore 64.

Bluebook #COM-47262

BY THE RULES 1141
Recommended for grades 8-9
Requires 16K Pet, VIC-20 with 8K Expander Cartridge, or Commodore 64.

Bluebook #COM-47263

NO COMPLAINTS 1141
Recommended for grades 8-9
Requires 16K Pet, VIC-20 with 8K Expander Cartridge, or Commodore 64.

Bluebook #COM-47264

INVASION 1141
In this tachistiscopic approach to reading, phrases are flashed on the screen at a controlled speed. Following each of 3 story segments, randomly selected questions are asked to test comprehension. A summary of student performance is provided. We recommend this series for students in grades 6-8.
Requires 16K Pet.

Bluebook #COM-47265

THE WAVE 1141
Requires: 16K PET

Bluebook #COM-47266

FEAR OF CHOCOLATE 1141
Requires: 16K PET

Bluebook #COM-47267

THE FIRE 1141
Requires: 16K PET

Bluebook #COM-47268

NEVER AGAIN 1141
Requires: 16K PET

Bluebook #COM-47269

THE GAME 1141
Requires: 16K PET

Bluebook #COM-47270

VOCABULARY BUILDER-SERIES 1 1141
Each program contains 30 words which appear on the screen in random groups of 10 words hidden in a word-find puzzle. As definitions are given, the child is

required to find and type the correct word from the puzzle. Children become less dependent on the clues available in the puzzle as they become more familiar with the correct associations between the words and their definitions. We recommend this program for grades two and three. The words presented are: city, neighbor, street, next, along, sister, brother, garden, large, place, puppy, sleep, prize, friend, last, birthday, surprise, please, balloon, best, story, myself, Mr., Mrs., Miss, swim, both, many, ready, across.
Requires 8K Pet.

Bluebook #COM-47271

VOCABULARY BUILDER-SERIES 2 **1141**
The words presented are: together, ask, morning, write, whistle, people, thought, food, enough, own, apartment, noise, breakfast, earth, build, watch, shout, wonder, climb, present, different, family, their, suddenly, listen, mountain, happen, behind, room because.
Requires 8K Pet.

Bluebook COM-47272

VOCABULARY BUILDER-SERIES 3 **1141**
The words presented are: symbol, precious, foreign, strange, imagine, decide, message, wealth, bother, serious, mysterious, describe, attention, route, problem, deliver, invite, fierce, certainly, fasten, mischievous, cruel, complain, immediately, impatient, vehicle, curious, succeed, courage, recognize.
Requires 8K Pet.

Bluebook #COM-47273

VOCABULARY-LEVEL 9 **1141**
One, two, or three students can use the computer together as they are challanged by our Elementary Bowl format. Each player is assigned a set of answer keys. A definition and four multiple choice answers are displayed. The computer accepts the first response only. Points are added for correct answers and taken away for wrong ones. Students may compete against themselves or others. Each contest last five minutes. Recommended for grades 3 and 4.
Requires 8K Pet.

Bluebook #COM-47274

VOCABULARY-LEVEL 10 **1141**
Recommended for grades 3 and 4.
Requires: 8K PET

Bluebook #COM-47275

VOCABULARY-LEVEL 11 **1141**
Recommended for grades 3 and 4.
Requires: 8K PET

Bluebook #COM-47276

VOCABULARY-LEVEL 12 **1141**
Recommended for grades 5 and 6.
Requires 8K Pet.

Bluebook #COM-47277

VOCABULARY-LEVEL 13 **1141**
Recommended for grades 5 and up.
Requires: 8K PET

Bluebook #COM-47278

VOCABULARY CROSSWORDS **1141**
A unique crossword puzzle format is used to help students strengthen their vocabulary. Definitions are displayed singly in association with puzzle locations. The student is required to recall and type in the corresponding vocabulary word. When unable to answer, the student may use the "Clues Box" up to five times during the program. The "Clues Box" randomly flashes each of the vocabulary words found in the puzzle. Recommended for grades 3 and 4.
Requires: 8K PET

Bluebook #COM-47279

VOCABULARY CROSSWORDS-LEVEL 10 **1141**
Recommended for grades 3 and 4.
Requires: 8K PET

Bluebook #COM-47280

VOCABULARY CROSSWORDS-LEVEL 11 **1141**
Recommended for grades 4 and 5
Requires: 8K PET

Bluebook #COM-47281

VOCABULARY CROSSWORDS-LEVEL12 **1141**
Recommended for grades 5 and 6
Requires: 8K PET

Bluebook #COM-47282

VOCABULARY CROSSWORDS-LEVEL 13 **1141**
Recommended for grades 5 and up.
Requires: 8K PET

Bluebook #COM-47283

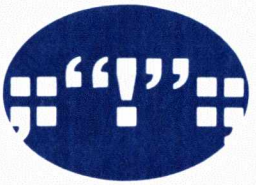
VOCABULARY EXPANDER-GRADES 9 AND 10 **1141**
Over 450 words are presented and drilled in this series of six programs. Scores escalate as students compete against our 3 minute clock in an attempt to own the high tally. These programs offer an excellent supplement to college prep courses.
Requires: 16K PET or VIC-20 w/8K expander cartridge or Commodore 64

Bluebook #COM-47284

VOCABULARY EXPANDER-GRADES 10 & 11 **1141**
Requires 16K Pet, VIC-20 with 8K Expander Cartridge, or Commodore 64

Bluebook #COM-47285

VOCABULARY EXPANDER-GRADES 11 & UP **1141**
Requires 16K Pet, VIC-20 with 8K Expander Cartridge or Commodore 64.



Bluebook #COM-47286

BEGINNING PUNCTUATION **1141**
The student is given three sentences and is asked to indicate which sentence contains an error in punctuation. Also displayed on the screen is a mouse searching for cheese in a maze. Each correct answer brings the mouse nearer his goal. Incorrect answers take him off the track. A summary of each student's performance is given. We recommend this program for use by students in second and third grade.
Requires 16K Pet.

Bluebook #COM-47287

BEGINNING CAPITALIZATION **1141**
Three sentences appear at the bottom of the screen. The child is directed to decide which of the sentences contains an error in capitalization. Also displayed on the screen is a mouse searching for cheese in a maze. Correct answers bring the mouse closer to the cheese. Wrong answers lead him away from the cheese. A summary of each student's performance is given. We recommend this program for use by students in second and third grade.
Requires 16K Pet.

Bluebook #COM-47288

BEGINNING GRAMMAR **1141**
The child is required to decide which of three given sentences contains an error in grammar. Sentences in each grouping are selected and placed randomly so that clues to correct answers are avoided. Correct answers are rewarded by bringing the mouse closer to the cheese. A summary of each student's performance is given. We recommend this program for use by students in second and third grade.
Requires: 16K PET or Commodore 64

Bluebook #COM-47289

HIGH DIVING DAN-LEVEL 1 **1141**
Students are asked to identify word pairs as synonyms, antonyms, or homonyms. By answering correctly, the student helps a diver climb up the high dive ladder. Wrong answers cause the diver to slip back down the ladder. Definitions are available during the program if the student needs a reminder or is learning the meanings of synonym, antonym, and, homonym. This program contains 90 word pairs at a primary vocabulary level. We recommend this program for students in grades 2 and 3.
Requires: 16K PET or Commodore 64

Bluebook #COM-47290

HIGH DIVING DAN-LEVEL 2 **1141**
This program contains 90 word pairs at an intermediate vocabulary level. We recommend this program for students in grades 4 and 5.
Requires: 16K PET or Commodore 64

Bluebook #COM-47291

CAPITALIZAION CONTEST-GRADES 3 AND 4 **1141**
Designed for two students. Each exercise contains three lines of text that may contain a mistake in capitalization. Students proofread the text to locate errors. Students indicate whether the mistake is in the first, second, or third line by pushing assigned keys. A fourth line offers the choice of "no mistakes." Students accumulate points for correct responses and lose points when wrong. After five minutes a winner is determined. The computer presents an interesting game board and both visual and sound reinforcement for correct answers. These motivational techniques together with the competition and student interaction which it provides have made this program popular and effective in the classroom. This capitalization format is available at three levels which differ in reading difficulty and the sophistication of capitalization rules:
Requires 16K Pet.

Bluebook #COM-47292

CAPITALIZATION CONTEST- GRADES 4&5 **1141**
Requires 16K Pet.

Bluebook #COM-47293

CAPITALIZATION CONTEST- GRADES 5&6 **1141**
Requires 16K Pet.

Bluebook #COM-47294

PUNCTUATION PROGRESS-GRADES 3 AND 4 **1141**
Motivating student interest in correct punctuation frequently has been difficult. This program successfully captures student interest and increases the student's ability to identify errors as it guides him/her toward mastery of punctuation rules. Two students are challenged simultaneously to find a punctuation error in a short passage. The program requires students to survey each exercise carefully as similarly worded exercises contain different errors. Some exercises contain no errors. By using assigned keys students indicate the line location of an error. Points are scored when students respond correctly and are deducted for incorrect responses. A complete game lasts five minutes. The computer provides motivation through graphics and sound. The competition and interaction between students adds to the excitement of the learning. Punctuation Progress is available at three levels. Each level is successively more advanced.
Requires 16K Pet.

Bluebook #COM-47295

PUNCTUATION PROGRESS- GRADES 4&5 **1141**
Requires 16K Pet.

Bluebook #COM-47296

PUNCTUATION PROGRESS- GRADES 5&6 **1141**
Requires 16K Pet.

Bluebook #COM-47297

GAINS IN GRAMMAR- RADES 3 AND 4 **1141**
This program is designed for two students. Each exercise contains three lines of text that may contain a mistake. Students indicate whether a mistake is present in the first, second, or third line by pressing assigned keys. A fourth line offers a choice of "no mistakes." Students accumulate points for correct responses and lose points when wrong. A winner is determined after five minutes of play. In each of these programs are sets of exercises identical in content but differing in the location of mistakes. In using this method we have prevented students from associating a certain response with a particular set of exercises. Each set must be proofread carefully in order to score well. Gains in Grammar is available in three levels which vary in reading difficulty and the sophisticaion of usage rules:
Requires 16K Pet.

Bluebook #COM-47298

GAINS IN GRAMMAR- GRADES 4&5 **1141**
Requires 16K Pet.

Bluebook #COM-47299

GAINS IN GRAMMAR- GRADES 5&6 **1141**
Requires 16K Pet.

Bluebook #COM-47300

NOTICING NOUNS **1141**
Following a lesson on nouns, a short test is given. After successfully passing the test on identifying nouns, the student is presented with a game format and asked to locate the nouns in randomly selected sentences. This program is recommended for fourth and fifth grade students.
Requires 8K Pet.

Bluebook #COM-47301

VIEWING VERBS **1141**
A lesson is given on what a verb is. Then, in a game format, the student is required to locate verbs in sentences displayed on the screen. We recommend this program for use in grades four and five.
Requires 8K Pet.

Bluebook #COM-47302

ADJECTIVES: REVIEW AND DRILL **1141**
The student must locate the adjective in a given sentence. He/she is then required to identify the noun which the adjective modified. If a wrong answer is given, the computer explains why the answer is incorrect. A review section is available to students experiencing difficulty, and a performance summary is given at the end of the program. We recommend this program for use in grades 5-7.
Requires 16K Pet.

Bluebook #COM-47303

ADVERBS: REVIEW AND DRILL **1141**
The student is required to locate the adverb in a given sentence. After correctly identifying the adverb, he/she is asked to find the verb which it modifies. A summary of student performance is provided upon completion of ten such exercises. If students experience difficulty, they may refer to a review section at any point during the program. We recommend this program for use in grades 5-7.
Requires 16K Pet.

Bluebook #COM-47304

SENTENCE SENSE-FRAGMENTS/SENTENCES **1141**
Students gain practice in differentiating sentences from non-sentences, in sentence building skills from simple to complex, and in recognizing dangling modifiers. Points are scored for correct answers and deleted for wrong answers in this self-correcting format. After a correct response, a bonus score is possible for categorizing specific errors. We recommend this series for use in grades 6-8.
Requires 16K Pet.

Bluebook #COM-47305

SENTENCE SENSE-RUN ON SENTENCES **1141**
Requires 16K Pet.

Bluebook #COM-47306

SENTENCE SENSE-SIMPLE/COMPOUND SENTENCES **1141**
Requires 16K Pet.

Bluebook #COM-47307

SENTENCE SENSE-COMPLEX/COMPOUND-COMPLEX SENTENCES **1141**
Requires 16K Pet.

Bluebook #COM-47308

SENTENCE SENSE-DANGLING MODIFIERS **1141**
Requires 16K Pet.

Bluebook #COM-47309

SENTENCE SENSE-CUMULATIVE REVIEW OF SENTENCES **1141**
Requires 16K Pet.

Bluebook #COM-47310

SPELL THAT WORD!-SHORT VOWEL SPELLINGS **1141**
Mike Rograms hosts this game show format in which students are asked to spell words that have been momentarily flashed on the screen. If errors are made, the word appears for a little longer each time, and the student is given additional chances to successfully spell the word. This program is designed for two students. Each player in turn is given a word to spell. A high score is achieved for first-time spellings. The element of competition helps motivate the students to concentrate on correct spellings. Students gain competency in spelling through memorization and recognition of word configuration in this imprint-recall study method.
Requires 8K Pet.

Bluebook #COM-47311

SPELL THAT WORD!-LONG VOWEL SPELLINGS 1141
Recommended for grades 3 and up.
Requires 8K Pet.

Bluebook #COM-47312

SPELL THAT WORD!-VOWEL DIGRAPHS 1141
Recommended for grades 3 and up.
Requires 8K Pet.

Bluebook #COM-47313

SPELL THAT WORD!-CONSONANT DIGRAPHS 1141
Recommended for grades 4 and up.
Requires 8K Pet.

Bluebook #COM-47314

SPELL THAT WORD!-LE ENDINGS 1141
Recommended for grades 4 and up.
Requires 8K Pet.

Bluebook #COM-47315

SPELL THAT WORD!-AI WORDS 1141
Recommended for grades 4 and up.
Requires 8K Pet.

Bluebook #COM-47316

SPELL THAT WORD!-EE AND EA WORDS 1141
Recommended for grades 4 and up.
Requires 8K Pet.

Bluebook #COM-47317

SPELL THAT WORD!-IE AND EI WORDS 1141
Recommended for grades 5 and up.
Requires 8K Pet.

Bluebook #COM-47318

SPELL THAT WORD!-SILENT LETTERS 1141
Recommended for grades 5 and up.
Requires 8K Pet.

Bluebook #COM-47319

SPELL THAT WORD!-COMPOUND WORDS 1141
Recommended for grades 5 and up.
Requires 8K Pet.

Bluebook #COM-47320

SPELL THAT WORD!-LETTER C WORDS 1141
Recommended for grades 5 and up.
Requires 8K Pet.

Bluebook #COM-47321

SPELL THAT WORD!-LETTER G WORDS 1141
Recommended for grades 5 and up.
Requires 8K Pet.

Bluebook #COM-47322

SPELL THAT WORD!-COMMONLY MISSPELLED WORDS 1141
Recommended for grades 5 and up.
Requires 8K Pet.

Bluebook #COM-47323

WORD ZAPPER I 1141
Each Zapper program contains over 200 correctly spelled words and an equal number of misspellings. After selecting the speed at which words scroll onto the screen, the student decides whether or not the words are spelled correctly. Incorrect spellings are to be "zapped" by pushing the space bar. If the student reaches the point of making twelve errors, then our zapper machine stops, and a lesson and spelling drill is provided for those twelve words. Recommended for grades 2-4.
Requires 16K Pet, VIC-20 with 8K expander Cartridge, or Commodore 64.

Bluebook #COM-47324

WORD ZAPPER II 1141
Recommended for grades 3-5
Requires 16K Pet, VIC-20 with 8K Expander Cartridge, or Commodore 64.

Bluebook #COM-47325

WORD ZAPPER III **1141**
Recommended for grades 4-6
Requires: 16K PET or VIC-20 w/8K expander cartridge or Commodore 64

Bluebook #COM-47326

WORD ZAPPER IV **1141**
Recommended for grades 5-7
Requires: 16K PET or VIC-20 w/8K expander cartridge or Commodore 64

Bluebook #COM-47327

WORD ZAPPER V **1141**
Recommended for grades 6-8
Requires: 16K PET or VIC-20 w/8K expander cartridge or Commodore 64

Bluebook #COM-47328

WORD ZAPPER VI **1141**
Recommended for grades 8-adult
Requires: 16K PET or VIC-20 w/8K expander cartridge or Commodore 64

Bluebook #COM-47329

WARRIOR WORDS **1141**
Seven rows of words descend toward the city. By correctly typing a word and pressing the space bar, the word is erased. The object is to clear consecutive screens of words in an attempt to save the city. A skill level controlling the difficulty of the words and the speed of their advance may be selected. Players may score bonus points for flashing words, but must be continually on the alert against blitz attacks. Warrior Words is an opportunity to improve spelling, typing, and familiarity with the keyboard. It may be enjoyed by anyone in grades four and up.
Requires: 16K PET or Commodore 64

Bluebook #COM-47330

SPELL 1 **1200**
The computer randomly selects a word from a selected list and displays that word for a short period of time. The student is then required to spell it correctly. Directions will be provided for entering your own spelling words. (Primary and Intermediate Level).
5K VIC 7.50

Bluebook #COM-47331

TICTACTOE SPELL 1 **1200**
The computer generates spelling practice in a tic-tac-toe format using words from the 100 most commonly misspelled words at the elementary level. Directions will be provided for entering your own spelling words. (Primary and Intermediate Level).
5K VIC 7.50

Bluebook #COM-47332

SCRAMBLE SPELL 1
The computer randomly selects a word from a selected list and displays it in a scrambled letter format. The student must unscramble the word before it reaches the bottom of the screen. For one or two players. Directions will be provided for entering your own spelling words. (Primary and Intermediate Level).
5K VIC 7.50

Bluebook #COM-47333

SCRAMBLE LETTERS 1 **1200**
The computer randomly selects a word from a selected word list and displays it in a scrambled letter format. Help is given until the word is unscrambled. The more help that is provided, the less points a student receives. Directions will be provided for entering your own spelling words. (Primary and Intermediate Level).
5K VIC 7.50

Bluebook #COM-47334

VOWELS A **1200**
This program provides practice in recognizing the matching the "A" vowel sound. Graphics are used in the program to provide additional student motivation. Help levels are provided for incorrect answers. (Primary and Intermediate Level).
5K VIC 7.50

Bluebook #COM-47335

VOWELS E **1200**
This program provides practice in recognizing and matching the "E" vowel sound. Graphics are used in this program to provide additional student motivation. Help levels are provided for incorrect answers. (Primary and Intermediate Level).
5K VIC 7.50

Bluebook #COM-47336

VOWELS I **1200**
This program provides practice in recognizing and matching the "I" vowel sound. Graphics are used in this program to provide additional student motivation. Help levels are provided for incorrect answers. (Primary and Intermediate Level).
5K VIC 7.50

Bluebook #COM-47337

VOWELS O **1200**
This program provides practice in recognizing and matching the "O" vowel sound. Graphics are used in this program to provide additional student motivation. Help levels are provided for incorrect answers. (Primary and Intermediate Level).
5K VIC 7.50

Bluebook #COM-47338

VOWELS U **1200**
This program provides practice in recognizing and matching the "U" vowel sound. Graphics are used in this program to provide additional student motivation. Help levels are provided for incorrect answers. (Primary and Intermediate Level).
5K VIC 7.50

Bluebook #COM-47339

ALPHABETIZE **1200**
Choose among three levels of difficulty for practice in alphabetizing word lists. Level 1: Recognize a sorted list. Level 2: Sort with first letter different. Level 3: Sort with some first letters alike. Tutorial help provided at each level. Summary provided at conclusion of lesson. (Primary, Intermediate, and Junior High Level).
16K PET or Commodore-64 **9.95**

Bluebook #COM-47340

SPELL **1300**
The 100 most commonly misspelled words at the elementary level are grouped into 10 groups. After you choose a group, the computer randomly selects a word, displays it for a short period of time before the student is required to spell it correctly. A summary is provided at the completion of each group of words. (Primary, Intermediate, and Junior High Level).
16K PET or Commodore-64 **9.95**

Bluebook #COM-47341

TICTACTOE SPELL **1200**
The 100 most commonly misspelled words at the elementary level are grouped into 10 groups. The computer generates spelling practice in a Tic Tac Toe game format. The program requires two students to interact at the computer. (Primary, Intermediate, and Junior High Level).
16K PET or Commodore-64 **9.95**

Bluebook #COM-47342

SCRAMBLE SPELL **1200**
The 100 most commonly misspelled words at the elementary level are grouped into 10 groups. After you choose a group, the computer requires that the student unscramble the word before it reaches the bottom of the screen. Practice for one or two students. (Primary, Intermediate, and Junior High Level).
Requires 16K Pet or 64. **9.95**

Bluebook #COM-47343

SCRAMBLE LETTERS **1200**
The 100 most commonly misspelled words at the elementary level are grouped into 10 groups. After you choose a group, a word with the letters scrambled is shown and help is given until the word is unscrambled. The program provides practice for one or two students. (Primary, Intermediate and Junior High Level).
16K PET or Commodore-64 **9.95**

Bluebook #COM-47344

ROCKET SPELL **1200**
The 100 most commonly misspelled words at the elementary level are grouped into 10 groups. After selecting a group, the student attempts to uncover the letters of a hidden word. If the word is spelled correctly with fewer than 8 incorrect guesses, a rocket ship is built and then launched. (Primary, Intermediate, and Junior High Level).
16K PET or Commodore-64 **9.95**

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Bluebook #COM-47345

VOWELS **1200**
This series of five programs provide practice in recognizing and matching vowel sounds. Separate programs provide practice for A,E,I,O,U. Sets of graphics are used in each program to provide additional student motivation. Help levels are provided for incorrect answers. (Primary and Intermediate Level).
16K PET or Commodore-64 [Set of 5] **39.95**

Bluebook #COM-47346

VOWELS A **1200**
16K PET or Commodore-64 **9.95**

Bluebook #COM-47347

VOWELS E **1200**
16K PET or Commodore-64 **9.95**

Bluebook #COM-47348

VOWELS I **1200**
16K PET or Commodore-64 **9.95**

Bluebook #COM-47349

VOWELS O **1200**
16K PET or Commodore 64 **9.95**

Bluebook #COM-47350

VOWELS U **1200**
16K PET or Commodore-64 **9.95**

Bluebook #COM-47351

SPELLING **1200**
Allows you to enter your own unique spelling word lists under program control. In each copy of the program that you make, you can have from 1 to 10 lists with 10 to 20 words per list. You also have the ability to examine and/or edit the lists. Simply LOAD and RUN the master program and it will guide you through the steps to enter and SAVE the program with the custom word lists. (Primary, Intermediate, Junior, and Senior High and Adult levels)
16K PET or Commodore-64 [Set of 5] **99.95**

Bluebook #COM-47352

ROCKET SPELL C **1200**
Same as Rocket Spell with the additional capability to add your own custom word lists easily without programming knowledge. (Primary, Intermediate, Junior and Senior High, Adult Level).
16K PET or Commodore-64 **24.95**

Bluebook #COM-47353

SPELL C **1200**
Same as Spell with the additional capability to add your own custom word lists easily without programming knowledge. (Primary, Intermediate, Junior and Senior High, Adult Level)
16K PET or Commodore-64 **24.95**

Bluebook #COM-47354

SCRAMBLE LETTERS C **1200**
Same as Scramble Letter with the additional capability to add your own custom word lists easily without programming knowledge. (Primary, Intermediate, Junior and Senior High,Adult Level)
16K PET or Commodore-64 **24.95**

Bluebook #COM-47355

SCRAMBLE SPELL C **1200**
Same as Scramble Spell with the additional capability to add your own custom word lists easily without programming knowledge. (Primary, Intermediate, Junior and Senior High Adult Level)
16K PET or Commodore-64 **24.95**

Bluebook #COM-47356

TICTACTOE SPELL C **1200**
Same as TICTACTOE Spell with the additional capability to add your own custom word lists easily without programming knowledge. (Primary, Intermediate, Junior and Senior High, Adult Level)
Requires 16K Pet or 64. **9.95**

Bluebook #COM-47357

PLURALS **1200**
Practice with singular and plural words. (Primary and Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-47358

NOUNS **1200**
Practice in selecting a noun in a given sentence. (Intermediate and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-47359

VERBS **1200**
Practice in selection of is/are and was/were within a sentence. (Primary, Intermediate, Junior, and Senior High, Adult Level).
Commodore-64 **9.95**

Bluebook #COM-47360

ADJECTIVES **1200**
Practice in selecting an adjective from a given pair in a given sentence. (Intermediate, and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-47361

USAGE **1200**
Student is given a sentence to complete using one of two given words. (Intermediate, Junior and Senior High Level)
Commodore-64 **9.95**

Bluebook #COM-47362

ANTONYMS **1200**
Version of the game 'Concentration' matching antonyms. (Intermediate Level).
Commodore-64 **9.95**

Bluebook #COM-47363

SYNONYMS **1200**
Version of the game 'Concentration' matching synonyms. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-47364

END-IT **1200**
Practice in adding endings to root words. (Primary and Intermediate Level).
Commodore-64 **9.95**

Bluebook #COM-47365

HOMOPHONES **1200**
Practice in using words that sound the same but are spelled differently. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-47366

PHONOGRAMS **1200**
Complete the list of words ending in the same letters by adding one or two letters. Can be used with or without sound. (Primary, Intermediate, and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-47367

NOUNS 2 **1200**
Determining the noun(s) within a given sentence. (Intermediate Level)
Requires Commodore 64. **9.95**

Bluebook #COM-47368

VERBS-BEING **1200**
Determining the being verb(s) within a given sentence. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-47369

VERBS-ACTION **1200**
Determining the action verb within a given sentence. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-47370

VERBS-HELPER 1 **1200**
Determining which is the main verb and the helping verb in a sentence. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-47371

VERBS-HELPER 2 **1200**
Determining the main verb(s) and helping verb(s) in a given sentence. (Intermediate Level)
Requires Commodore 64. **9.95**

Bluebook #COM-47372

VERBS-REVIEW **1200**
Review practice in determining the verb within a given sentence, and what type of verb it is (being, action, helping). (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-47373

N-V PATTERN **1200**
Determining the noun and verb phrases within a given sentence. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-47374

N-V-N PATTERN **1200**
Determining the verb, first noun, and second noun phrases within a given sentence. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-47375

N-LV-N PATTERN **1200**
Determining the first noun phrase, second noun phrase, and linking verb phrase within a given sentence. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-47376

N-LV-ADJ PATTERN **1200**
Determining the noun phrase, linking verb, and adjective within a given sentence. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-47377

SENTENCE PATTERN **1200**
Determining the correct sentence pattern used within a given sentence. (Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-47378

ENGLISH ACHIEVEMENT I-V **1282**
Designed as a grammar practice for the College Entrance Examination Board's English Composition Exam, this distinguished series of programs is also an excellent English grammar tutorial and review for high school students. Sentences containing errors are presented in batches of sixteen. When the student gives an answer, s/he is told whether the answer is correct or incorrect. In either case, the error involved and a correct rewrite with an explanation is given. The part of the sentence which is incorrect is highlighted. The student is given encouraging remarks that indicate progress. If s/he misses one type of error more than twice, this is shown. After each batch of sixteen sentences an analysis is given to indicate kinds of errors being made and approximate Achievement score. The student may choose to continue with another batch of sentences, and the analysis is updated. Since each program in the series presents a different format which appears on the CEEB's English Achievement Examination, we recommend purchase of the complete series for successful college board preparation.
Requires: PET/CBM 64 **16K Cassette 20.00**
32K Disk 24.95

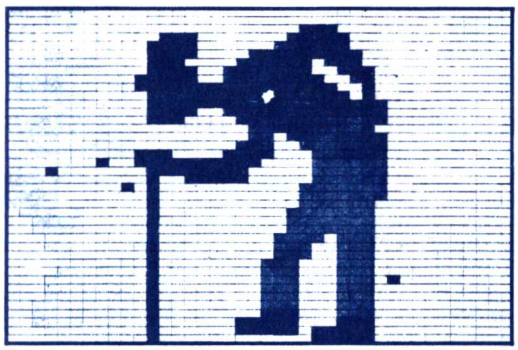
Bluebook #COM-47379

FLASH SPELL HELICOPTER **1282**
The teacher has the option to enter words by simply replacing or adding data lines. Written instructions are included for this purpose. A randomly selected word is flashed on the screen for one-half a second. If the answer is incorrect, the word is flashed again for an additional one-half second. This continues until the student spells the word correctly. For each word spelled correctly the first time, the student earns ten seconds of game (helicopter) time. When the student chooses to stop spelling, s/he may play the helicopter game for the number of seconds earned. In order to play another game, the student must again earn time by spelling more words correctly. Grades K-12.
Requires PET/CBM or 64. **16K Cassette 20.00**
16K Disk 24.95

Bluebook #COM-47380

CONSONANT-VOWEL-CONSONANT [C-V-C] **1282**
Seven steps are shown on the screen. A blank square, a vowel and a consonant appear at the bottom of each step. The student types in the beginning consonant to make a word. If a proper word is made, a happy face appears above it on the screen, and the student moves up to the next step. A sad face appears if the consonant does not make a word, but the student may try again and again until a word is made, and a smile replaces the sad expression. Every time a correct word is entered, each face "winks" from the bottom step upward. After the last step is completed, a huge, happy, "winking" face fills the screen. The student may then continue

with a new set of steps displaying a different vowel-consonant ending. Elementary Level.
Requires: PET/CBM 64 **16K Cassette 20.00**
16K Disk 24.95



Bluebook #COM-47381

FOUR BASIC READING SKILLS **1116**
Reading is rewarding. Reading is for reasoning, researching, and relaxing. Reading can be all this, and more-but only if you know how! Animated graphics, informative stories and guided questions provide practice. Grades 5 and up.
- How to Recall Details
- How to Identify the Main Idea
- How to draw Conclusions
- How to Put Things in Order
- Review of the Four Basic Skills

This title is an introduction to Unit 1 and must be viewed before using any of the Basic Skills Practice programs.
Requires: 16K PET **Disk or Cassette 60.00**

Bluebook #COM-47382

BASIC SKILLS PRACTICE A **1116**
- A Bicycle Trip
- Fish for the Queen
- Rent-A-Cow
- Asparagus
- People Bites

Requires: 16K PET Disk or Cassette **60.00**

Bluebook #COM-47383

BASIC SKILLS PRACTICE B **1116**
- A Fisherman's Catch
- Dieting
- Toadstools
- Prehistoric Life
- The Face of the Moon

Requires: 16K PET Disk or Cassette **60.00**

Bluebook #COM-47384

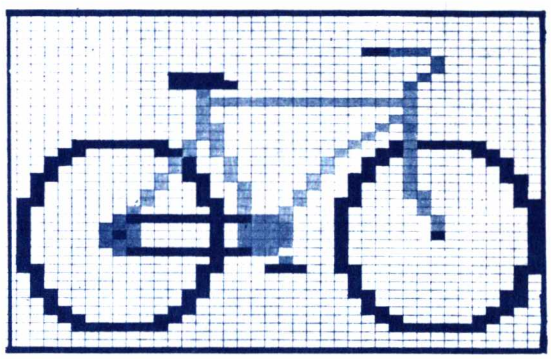
BASIC SKILLS PRACTICE C **1116**
- Tiny Nibbling Rabbits
- Sleep Without Snoring
- A Pretty Fancy Fur
- An Insect Sense
- A Lost Ocean Liner

Requires: 16K PET Disk or Cassette **60.00**

Bluebook #COM-47385

BASIC SKILLS PRACTICE D **1116**
- A Most Popular Pet
- A Little Glitter
- The Old Globe
- The Longest Day
- Right Things

Requires: 16K PET Disk or Cassette **60.00**



Bluebook #COM-47386

WORD ELEMENTS-SERIES ONE **1116**
Build A Treasury Of Words. Prefixes and suffixes are building blocks of the English language. Recognition of

component parts of words improves the comprehension of language. Increase reading, spelling, grammar and vocabulary skills.
- The Prefix Sub-
- The Prefixes Uni-, Bi-, Tri-
- The Prefixes Semi-, Hemi-, Demi-
- The Prefixes Inter-, Trans-, Intra-
- Review Test

Requires: 16K PET Disk or Cassette **60.00**

Bluebook #COM-47387

WORD ELEMENTS-SERIES TWO **1116**
- The Prefix Mal-
- The Prefix Mis-
- The Prefix Dix-
- The Prefix Dys
- Review Test

Requires: 16K PET Disk or Cassette **60.00**

Bluebook #COM-47388

WORD ELEMENTS-SERIES THREE **1116**
- The Suffix -Meter
- The Suffix -Meter in the Metric System
- The Suffix -Gram
- The Suffix -Gram in the Metric System
- Review Test

Requires: 16K PET Disk or Cassette **60.00**

Bluebook #COM-47389

WORD ELEMENTS-SERIES FOUR **1116**
- The Suffix -Ess
- The Suffix -Fy
- The Suffix -Ize
- The Suffix -Ic
- The Suffixes -Ical/-Ically
- Review Test

Requires: 16K PET Disk or Cassette **70.00**

Bluebook #COM-47390

WORD ELEMENTS-SERIES SIX **1116**
- The Prefix Audi-
- The Prefix Tele-
- The Prefix Phono-
- The Prefix Photo-
- The Prefixes Stereo-/Video-
- Review Test

Requires 16K Pet. **Disk or Cassette 70.00**

Bluebook #COM-47391

CLASSES OF NOUNS **1116**
Nouns Have Class-Nouns are noticeable. Nouns have personality. Discover the differences among general and special classes of nouns. Go places capitalizing on the knowledge you gain about the subject of every sentence. Grades 9 and up. (High School English)
- Proper Nouns
- Capitalization: Titles are Tricky
- Special Classes of Nouns
- Common Nouns
- Review Test

Requires: 16K PET Disk or Cassette **60.00**

Bluebook #COM-47392

WORD FUNCTIONS **1116**
Learning opposites is attractive with these friendly programs. The differences between look-alikes and sound-alikes are tricky. Learn to distinguish which word is which, and when. Grades 4 and up.
- Homonyms
- A Homonym Matching Game
- Synonyms
- Another Synonym Lesson

PART TWO
- Antonyms
- More Antonyms
- Troublesome Words (To, Too, Two)
- Troublesome Words (It's, Its)
- Review Test

Requires: 16K PET Contains 9 lessons on 2 Disks or Cassettes. **99.00**

Bluebook #COM-47393

MISSPELL **1347**
An enjoyable story containing randomly generated spelling errors is presented. The student must find and correct all errors on each page in order to continue. Performance summarized. Grades 5-8. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-47394

SYNONYMS **1347**
Sentences with one word underlined are given. Five alternate words are given from which the student must select the one with the same meaning. Grades 4-8.
Requires: Commodore 64 and DATASSETTE **16.95**

Bluebook #COM-47395

HANGBUG 1347
In this spelling program the student guesses letters of the alphabet to spell out insect names. If incorrect, a part of hangbug's body is drawn. The insect name must be spelled correctly before the entire body is drawn. Grades 4-8. **Requires: Commodore 64 and DATASSETTE** 16.95

Bluebook #COM-47396

SPELLING QUIZ 1347
This self-modifying program enables the teacher to generate and save a spelling quiz of up to twenty words with definitions. The computer randomly misspells the words for later use by students. Grades 2-8. **Requires: Commodore 64 and DATASSETTE** 16.95

Bluebook #COM-47397

PARTS OF SPEECH 1347
This program gives practice in identifying parts of speech used in sentence building. Random sentences are presented, and the student must identify each part as it is highlighted on the computer screen. **Requires: Commodore 64 and DATASSETTE** 16.95

Bluebook #COM-47398

ENGLISH INVADERS 1347
Use the correct laser ray to shoot at Nouns, Verbs, and Adjectives dropping from the top of the screen. Missed or incorrect shots cost points, correct shots are awarded points. If a word reaches the bottom of the screen a laser base is destroyed. Grades 2-6. **Requires: Commodore 64 and DATASSETTE** 16.95

Bluebook #COM-47399

BLENDS AND ENDS 1347
A word building exercise for one or two players. Sixteen two-letter beginnings of words (called blends) and sixteen three-letter endings of words are presented. The object is to put a blend and end together to make a word. Grades 3-6. **Requires: Commodore 64 and DATASSETTE** 16.95

Bluebook #COM-47400

MUNCHWORD 1347
This fast action program is similar to the popular PacMan arcade game. Nouns and verbs are randomly generated on the screen. The player must try to eat as many nouns as possible and avoid eating verbs in the four minutes of playing time. Grades 2-6. **Requires: Commodore 64 and DATASSETTE** 16.95

Bluebook #COM-47401

WORDSPOT 1347
Beginning letters of a word fly in from the left side of the screen while ending letters of a word come in from the right. The players must quickly try to recognize valid words. Performance summarized. Grades 3-6. **Requires: Commodore 64 and DATASSETTE** 16.95

Bluebook #COM-47402

ANTONYM MATCH 1347
A two-player program in which twelve randomly generated pairs of antonyms are hidden from view. The players view two sections of their choice each turn, trying to find a pair of antonyms. Grades 4-6. **Requires: Commodore 64 and DATASSETTE** 16.95

Bluebook #COM-47403

SPEED READING 1347
A randomly generated short story is displayed for the student to read and comprehend. Ten questions are then asked about the story just read. A graphic timing/score bar displays time spent and score for correct answers. Grades 4-8. **Requires: Commodore 64 and DATASSETTE** 16.95

Bluebook #COM-47404

WORD FUN I 1347
In this low level vocabulary program, the computer generates sentences with a blank space to be filled in using one of three words offered. High scores are rewarded with an animated graphic of a fisherman catching a fish. Performance is summarized. Grades K-2. **Requires: Commodore 64 and DATASSETTE** 16.95

Bluebook #COM-47405

VOWEL KONG **1347**
Game-like program in which students recognize long vowels so they can climb a ladder to defeat the ape. Correct answers make the ladder rise closer to the ape, incorrect answers lower the ladder. When the ladder is long enough, the student climbs up and battles the ape. Grades 3-7. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-47406

DEFINDER **1347**
Pilot your shuttle down to the surface of Alphaword and rescue adjectives hidden there. Using the computer number pad to maneuver and eliminate unwanted letters, beam up adjectives to the floor of your Mothership. Adverbs may be blasted for extra points. Grades 4-8. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-47407

MISSPELL 2 **1347**
This program is designed to help students with randomly generated spelling errors while reading an enjoyable story. Performance is summarized. Grades 5-8. **Requires: Commodore 64 and DATASSETTE 16.95**

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47000 Language Arts
67000 School Administration
93000 Books

Bluebook #COM-49000

CATALOGIT **914**

Make catalog cards for books, computer software, records, tapes, films, film strips and more. Type in the information requested on the screen. When you are finished, tell the computer to print. That's all there is to it. The printer will print out your author card, title card and up to four subject cards. All cards will give you the subject tracing you'll need when "pulling" cards. The program comes with simple directions and 500 continuous feed computer catalog cards to get you started.

Requires 32K Pet or Commodore 64, and printer.
Disk or Cassette 50.00

Bluebook #COM-49001

ORDERIT **914**

Using your computer to do your book, computer software, films, records, AV or any other order makes it easier, faster and more efficient. Are you a poor typist? A hurried, harried typist? No more erasing. No more whiteout. The magic delete key comes to your rescue. Follow the simple directions on the screen and give the computer what it asks. When you are finished, call it out to the printer. Make several copies—one for you, one for the main office, one or more for the business office or purchasing department. As the ordered materials start to come in, put the program back into the computer, delete those that have arrived, and reprint. You will always have a perfect, up-to-date, complete list of what is still outstanding, with no messy crossings out, no erasures and no page after page of confusion.

Requires: PET [32K] or Commodore 64 .
Disk or Cassette 30.00

The Blue Book Family Of Software Directories
Are The Best Source
Of Software Information.

Bluebook #COM-49002

OVERDUE BOOKS PROGRAM **914**

The circulation information is typed into the computer (book, student, teacher) and can be called up by typing in the name of the student and the computer will list all books signed out in that student's name. It can be called back by teacher so that if that teacher's class is in the library, a complete list of books out, in that class, is immediately available. It can be called out by "all," which will list all books outstanding, in alphabetical order, by teacher. Another outstanding feature of this program is that it can be recalled on the screen or on the printer. By recalling it on the printer, the librarian has a complete, up to date list of all outstanding books. Also, that list can be reprinted so that each teacher has a copy, with absolutely no additional time or work required by the librarian. When a book is returned it takes but a second or two to delete that information from the data, keeping the list up to date at all times.

Disk or Cassette 30.00

Bluebook #COM-49003

ACCESSION PLUS **914**

How often have you wished you could list all your new accessions so your students or patrons could see "what's new" while it still is new? How often have you wished you could quickly prepare a bibliography for a teacher or student or a particular subject? How often have you wished you could list (and add to) all the "good, short" biographies (needed for a book report tomorrow)? The ACCESSION PLUS program will allow you to do all these things. By typing in the subject, title and author of the book you have your listing--any way you want it--By TITLE, BY AUTHOR, by SUBJECT. You can call it back to the screen or to a printer. You can ADD to the program or DELETE from it, as necessary. You can even add a brief annotation if desired. The librarian, student, or teacher can use this program easily to get the information required.

Requires: PET[32K] or Commodore 64, and printer.
Disk or Cassette 30.00

Bluebook #COM-49004

LEARNING ABOUT CATALOG CARDS **914**
An actual catalog card is reproduced on the screen. The student is asked specific questions about the information on the card and types in his or her answers. An outstanding feature of this program is that if the student gives an incorrect answer the computer not only tells the student the correct answer but, in reverse color, actually shows the student the exact location on the card where that information can be found.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-49005

LEARNING TO USE THE TABLE OF CONTENTS **914**
An actual Table of Contents is reproduced on the screen. The student is asked questions pertinent to that Table of Contents. For each correct answer, the student can take a turn in the "maze." If the student has all the answers right, he or she completes the maze and gets "home" safely.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-49006

LEARNING TO UNDERSTAND THE TITLE PAGE **914**
An actual Title Page is reproduced on the screen. The student is asked questions pertaining to that Title Page. For each correct answer the student "earns" a portion of a picture. When the student answers all the questions correctly, the completed picture appears on the screen with appropriate comments on the student's success in completing the picture.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-49007

LEARNING TO USE AN INDEX **914**
A sample index is shown on the screen. The student is asked a series of questions and types in the correct answers. At the outset of the program the student is told he or she is "lost in the woods." Every correct answer brings a clue to help the student get home safely.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-49008

LEARNING TO LOCATE BOOKS ON THE SHELF **914**
Explains the three ways to look up a book in the card catalog. After providing all the basic information, the student is asked a series of questions about various books and is required to type in the correct answers, indicating he or she knows which drawer to consult, depending on the information available.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-49009

LEARNING TO UNDERSTAND THE CARD CATALOG **914**
Explains the three ways to look up a book in the card catalog. After providing all the basic information, the student is asked a series of questions about various books and is required to type in the correct answers, indicating he or she knows which drawer to consult, depending on the information available. **Cassette 13.00**
Disk 15.00

Bluebook #COM-49010

ADVANCED DEWEY DECIMAL SYSTEM **914**
Explains in detail the principle behind the Dewey Decimal System and exactly how the numbering system works. It takes one section of the system...SPORTS, and shows how each sport, depending upon how it is played and the equipment used, has its own "place" and number in the system. A game follows. Correct answers are rewarded and wrong answers are corrected with no penalty.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-49011

USING REFERENCE TABLES IN AN ALMANAC **914**
Shows several different lists and gives hypothetical information. The student is asked to answer questions about the information given. In the game, the same type of questions are asked, using different basic information. Correct answers are rewarded and incorrect answers are corrected with no penalty.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-49012

DICTIONARY SKILLS **914**
Shows a listing as it would appear in a dictionary. The information given is highlighted and explained. The game gives the student the opportunity to test the skills learned. Correct answers are rewarded and incorrect answers are corrected with no penalty.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-49013

LEARNING TO UNDERSTAND THE COPYRIGHT NOTICE **914**
Stresses the meaning and importance of a copyright notice. The program also discusses the preface and acknowledgements page. The student answers questions about the information given. In the game, correct answers are rewarded and incorrect answers are corrected with no penalty.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-49014

BASIC FICTION SKILLS **914**
Designed for very young children. Teaches them the basic principles of shelving fiction books in the library. It explains the meaning of fiction and shows the children the various letters which appear on the spines of library books and their meaning. A game follows, rewarding a correct answer, and correcting incorrect answers with no penalty.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-49015

BIOGRAPHIES **914**
Devoted exclusively to locating biographies in the library. It explains why biographies are shelved the way they are, what the spine markings mean and how to find what you want in the biography section of the library. Game follows.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-49016

DICTIONARY GUIDE WORDS **1248**
At the top of each page in a dictionary are two words called 'guide words.' The first guide word is the same as the first entry word on that page. The second guide word is the same as the last entry word on that page. There are four lessons on this tape. Each lesson consists of two columns of words. The student's job is to match each word in Column A with the pair of guide words in Column B that represent the dictionary page on which the Column A word would be found. At the end of each lesson, the computer lists the words from Column A that were not matched correctly with the guide words from Column B. Elementary level.
Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-49017

LIBRARY TERMS **1248**
The student is given 16 library terms and a series of statements. The student is to match each statement with the term that best fits it. If the student does not know the answer to a problem, pressing the question mark key will cause the answer to be revealed. At the end of the lesson, the student's performance is summarized. Elementary level.
Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-49018

PUTTING FICTION BOOKS IN ALPHABETICAL ORDER **1248**
The rules for arranging fiction books alphabetically on library shelves are explained. Then two groups of fiction books are presented in sequence. The student is to list the books in each group in the order in which they would appear on library shelves. At the end of the lesson, the student's performance is summarized. Elementary level.
Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-49019

BIBLIOGRAPHY **1248**
There is not just one right form for a bibliography. Different teachers may use a format that varies somewhat from the one suggested in this program. However, a student who masters the contents of this program will have acquired a generally acceptable technique that can be used to good advantage throughout the years of formal schooling. Rules and procedures are included within the program. Student performance is summarized. Upper elementary level and up.
Requires Pet and 16K. **Disk or Cassette 9.95**

49000 • Library Science

Bluebook #COM-49020

ENCYCLOPEDIA KEY WORDS **1248**
When using an encyclopedia to look up topics that have more than one word, it is important to choose the key word that can be used to find the desired information. Using a game playing format, this program gives the learner practice in solving encyclopedia key word problems by applying the appropriate rule for locating a given topic. Student performance is summarized. Elementary level and up.
Requires Pet. **Disk or Cassette 7.95**

Bluebook #COM-49021

DICTIONARY USE 1 **1200**
This program gives practice in determining whether a word appears before, or after a given dictionary page. Tutorial help is provided. (Intermediate and Junior High Level).
Requires VIC-20 and 5K. **7.50**

Bluebook #COM-49022

DICTIONARY USE 2 **1200**
Given a word, the player must decide on which dictionary page that word appears. Tutorial help is provided. (Intermediate and Junior High Level).
Requires VIC-20 and 5K. **7.50**

Bluebook #COM-49023

BOOKSHELF 1 **1200**
The player must determine where on a shelf a given book belongs. Call letters and numbers without decimals are used. (Intermediate and Junior High Level).
Requires VIC-20 and 5K. **7.50**

Bluebook #COM-49024

BOOKSHELF 2 **1200**
The player must determine where on a shelf a given book belongs. Call letters and numbers with decimals are uses. (Intermediate and Junior High Level).
Requires VIC-20 and 5K. **7.50**

Bluebook #COM-49025

DICTIONARY USE **1300**
Four levels of difficulty in learning dictionary skills. The program will adjust to level of difficulty based on student proficiency. The student may begin at any level and exit, with a summary, at any time. Tutorial help provided. (Intermediate, and Junior High Level).
16K PET or Commodore-64 **9.95**

Bluebook #COM-49026

BOOKSHELF **1200**
Three levels of difficulty in correctly shelving library books. Tutorial help provided. (Intermediate, Junior and Senior High Level)
16K PET or Commodore-64 **9.95**

Bluebook #COM-49027

CARD CATALOG **1200**
Practice in use of the card catalog.
Commodore-64 **9.95**

Bluebook #COM-49028

RESEARCH ASSISTANT 2.0 **1344**
A set of programs which allows you to keep track of reference data and create keyword cross reference lists.
FEATURES:
- Keep data on reference sources: author, title, bibliography
- Keep reference notes: page(s), text, up to twelve keywords, date(s)
- Create sorted keyword cross reference
- Print data and/or cross reference lists
- Edit reference data (disk only)
- Logic for RS-232 printer

A great tool for students, researchers, authors, and anyone who wants to keep track of reference information. **Requires: Commodore 64, 1541 Disk Drive or DATASSETTE, 1525 printer or RS-232 printer** **25.00**

50000 • Mailing Lists

Also See Related Categories: 17000 Business Management
24000 Data Base Management
65000 Retail And Point Of Sale
78000 Word Processing

Bluebook #COM-50000

MAILING LIST PROGRAM **1016**

By Russell Pottak

This program will help you save time and energy on any regular mailings you make such as PTA, fund raising, student, faculty, or alumni. The program will allow you to maintain a mailing list of up to 700 names and addresses (depending upon the model) using your microcomputer. At the touch of a key, the computer will print mailing labels or a hard copy of your mailing list. You can put several lists on one disk, separate them by category (up to 10 categories can be stored) and retrieve each individually. The entire list can also be "searched" to find individual entries according to name, address, city, state, or zip code. Full editing capabilities allow you to revise entries when necessary. **Available on Disk only. Requires a printer. Disk 19.95**

Bluebook #COM-50001

MAIL LIST/TELEPHONE DIRECTORY **307**

Consists of three menu-accessed programs which have been disigned to permit the creation and modification of a mailing list/telephone directory for business, schools, clubs, organizations etc. The system has a capacity to store about 2000 names on the 4040 drive and 5000 names on the 8050 disk drive. The three programs which comprise the Mail List/Telephone Directory system are:

The first program permits the entry of various names, addresses, phone numbers and search codes. This data is stored in 52 disk files which are dynamically created and updated by this program. The files are stored on Microphys diskettes L1 and L2 which have been properly initialized and are supplied with the system purchase.

The second program permits the printing of address labels or the displaying of phone numbers. Labels may be printed by zip code; by alphabetic sort; by six character search code; by telephone area code; or without any sorting.

The third program permits the updating of address and phone numbers. The program will modify or delete any of the various addresses stored in the 52 disk files. **For use with a 32K Commodore PET/CBM which must include either the 4040 or 8050 disk drive and a Commodore compatible printer capable of acceping mailing label stock. WILL NOT RUN ON THE COMMODORE-64 OR THE VIC-20. Two Disks 125.00**

Bluebook #COM-50002

PAST-HASTE MAILING LIST PROGRAM FOR THE UCSD P-SYSTEM **0946**

Post-Haste is not an average mailing list program. Features such as Fill-in-the-form input and simple command menus make Post-Haste an easy to use program. Add to that a powerful record select capability and you have a system that can do more than just list names and addresses. Giving information to the program is as easy as filling in a form. Also like a form, all the information pertaining to a person is displayed on the screen at one time and can be changed conveniently. To make using the forms as easy as possible, Post-Haste is designed to incorporate the features of your terminal.

The command menus from which you select what you want Post-Haste to do are simple and complete. You do not have to second guess obscure questions or messages from your computer. The power and flexibility of the record select routine rivals that of similar rountines available on many databases. These routines allow you to choose a record using any information or combination of information in that record as the basis for selection. You select and Post-Haste will sort and print any and all the records you want from your mailing list in the order you want them.

FEATURES:

- Easy to follow command menus.
- Fill in the form data entering.
- Powerful English-like select language.
- Access records by name or partial name, not a record number.
- No limit to the number of records in a file.
- Flexible output format.

Specifications--TERMINAL: any that will work with the

50000 • Mailing Lists

UCSD Pascal System; Operating System-UCSD IV.0; Processor-Commodore; Maximum File Size-1 Disk, 40000+ records on hard disk systems. 100.00

Bluebook #COM-50003

DELUXE ADDRESSER **1256**

Standard 4-line address plus phone. One or Two labels across the page. Eight user-defined address categories. Files sent to disk OR cassette. Maximum items PER file:40(16K) 210(32K). Add, Delete, Search, Update, Print, List, Mailing labels, Load, and Save. Sorts by zip-code, company name, or address category. In-Memory File Handling.

Requires: 16K PET **Cassette 40.00**

Bluebook #COM-50004

THE MAILMAN **1279**

Program to keep addresses of business or personal acquaintences. After data statement input, you can access by name, zip code, or city (location) information desired.

Requires: VIC-20 or Commodore 64.

Cassette 12.95

Bluebook #COM-50005

THE NAME MACHINE **1343**

FEATURES:

- Simple creation of a name and address list
- Prompts are given for Last, First, Title, Organization, Address, State and Zip, Telephone and Category
- One of two abreast address label print
- Can generate a Name and Address file to be used in form letter processing in the Word Machine
- Can select names and addresses by category
- Telephone book printout

Requires: Commodore 64 and 1541 Disk Drive 29.95
[Includes the Word Machine Program]

Bluebook #COM-50006

EASYMAIL 64 **1343**

A full featured name and address program for the serious user that requires a complete name and address system for small business, club, or organization.

FEATURES:

- Allowance of entry/change/deletion of a name and address by number of name
- One or two abreast address labels
- A complete printout of the system is possible showing all information
- The capability to search and sort any field for creating special list or mailings
- A "HELP" menu that is available at all times

Requires: Commodore 64 and 1541 Disk Drive 49.95

Bluebook #COM-50007

TOTL.LABEL 2.0 **1344**

A mailing list and label program. The program is flexible and easy-to-use. FEATURES:

- Easy editing
- Add, change, and delete labels
- Define your own labels (width, length, number of printed lines)
- Automatically sorted numerically or alphabetically
- Optional "data line" for account numbers, phone numbers
- Print complete mailing list and/or labels
- Browse through list
- Select labels to be printed
- Logic for RS-232 printer

Requires: Commodore 64, 1541 Disk Drive or DATASSETTE, 1525 printer or RS-232 printer 20.00

Bluebook #COM-50008

THE ELECTRONIC POST OFFICE **1360**

A mailing list program that will maintain a small list of names and addresses. Unlike a paper file, you can choose sorted lists, either by zip code or alphabetically, and print them as a list or on 4-across pressure sensitive labels.

Requires Commodore Pet or 64 and printer. Disk 62.00

51000 • Medical

Also See Related Categories:
- 10000 Accounting
- 16000 Biology
- 17000 Business Management
- 19000 Chemistry
- 24000 Data Base Management
- 26000 Dental
- 33000 Financial
- 40000 Health
- 45000 Invoicing & Billing
- 50000 Mailing Lists
- 58000 Payroll

Bluebook #COM-51000

BLOOD BANK [HEART & BLOOD] **1248**

By Bruce Johnson

In this exercise, you will be running a blood bank. The key to success is finding blood donors to increase the bank's supply of blood. Questions about the heart and blood will be asked, and correct answers will increase your supply. Wrong answers will decrease it. You will be allowed to seek new information that may be helpful in your search for donors, but this will cost you blood.
(Upper elementary and up)

Requires: VIC-20 and 3K Memory Enhancement 9.95

Bluebook #COM-51001

EXPLORER'S DIGEST [DIGESTION] **1248**

By Bruce Johnson

This program will ask questions or give information about the body's digestive system. Along with the questions, you will be asked to help supply food for the Lewis & Clark Expedition to the Pacific. Your answers to the questions will determine the success of that expedition.
(Upper elementary and up)

Requires: VIC-20 and 3K Memory Enhancement 9.95

Bluebook #COM-51002

SECOND WIND [RESPIRATION] **1248**

By Bruce Johnson

Are you ready to run a 4-minute mile? This program will give you your chance. You will be asked questions about the respiratory system. Your lungs and the exchange of gasses that occur within them are vital. The amount of oxygen your body needs varies with your physical condition. To break the 4-minute mile, you have to get in shape. Your physical condition will depend on how much you know about the respiratory system.
(Upper elementary and up)

Requires: VIC-20 and 3K Memory Enhancement 9.95

Bluebook #COM-51003

SALVAGE [EXCRETION] **1248**

By Bruce Johnson

Let's see how much you can make by recycling aluminum. You will collect aluminum for ten days. The price of the aluminum and the amount you bring in each day will vary depending on two things. If you choose to answer a question, you will either increase or decrease your daily amount of aluminum, based on your answer. If you choose to gain information (which can be a very good idea), the price of aluminum will fall slightly. Your daily total will be shown after each question.
(Upper elementary and up)

Requires: VIC-20 and 3K Memory Enhancement 9.95

Bluebook #COM-51004

SUNNYSIDE UP [REPRODUCTION] **9.95**

By Bruce Johnson

How good an egg farmer do you think you could be? You will be asked questions about human reproduction. The more you know about reproduction, the more successful you'll be. One hundred chickens will be provided, with a guaranteed weekly production. You can increase or decrease this production by answering the questions about right or wrong. You can also vary the size of your flock if you think it is necessary. Each week your egg production and flock size will be given. See how successful you can be.
(Upper elementary and up)

Requires: VIC-20 and 3K Memory Enhancement 9.95

Bluebook #COM-51005

I.Q. [NERVOUS SYSTEM] **1248**

By Bruce Johnson

How much do you know about the human nervous system? In this program, you can check your nervous system's I.Q. The more you know, the higher your I.Q. will be. You will have the chance to increase your I.Q. by answering ten of twenty possible questions. Facts about the nervous system will be available to you also,

but with penalty points attached. At the end of the program, your IQ level will be assessed.
Upper elementary and up.
Requires: VIC-20 and 3K Memory Enhancement 9.95

53000 • Miscellaneous Programs

Also See Related Categories: 25000 Demonstration Programs

Bluebook #COM-53000

32 BASIC PROGRAMS FOR THE PET COMPUTER [SOFTWARE PACKAGE] **486**
5¼" disk, 4040 format **29.95**
5¼" disk, 8050 format **29.95**

Bluebook #COM-53001

PET-CALC **1140**
Turns your PET/CBM into an adding machine, complete with on screen "tape." **Cassette 39.95**
Disk 41.95

Bluebook #COM-53002

ED. PACK [H.S.] **1256**
Test/Drill/Answer packet of three programs in one: Quadratic Equations, Volumes & Areas, and Gas Law Equations. Solves for you (Answer mode), Drills using your own homework (Drill mode), or Generates sets of 20 problems (Test mode).
Requires: 8K PET **Cassette 14.95**

Bluebook #COM-53003

DRIVER EDUCATION SET **1248**
By Bruce Johnson
This four-program set presents the core of a course in driver's education that prepares the student for the written test. Topics include lane identification, signs, and signals, as well as a review test.
LANE IDENTIFICATION-The student is tested on the laws and rules for proper turns and passing maneuvers. One-way and two-way roads, along with their intersections, are graphically illustrated in traffic situations with which the learner must cope.
SIGNS-Proper interpretation of traffic signs, their shapes and colors, leads to safe and effective driving skills. These signs—regulatory, informational, and warning—are clearly displayed on the screen. The student is then tested on their identification and purpose.
SIGNALS-Stop, go, turn, land control—these red, yellow, and green traffic signals are colorfully shown on the screen. The student must demonstrate knowledge of these signals by reacting properly in various situations.
DRIVER'S TEST-This wrap-up quiz covers the basic rules a driver must know before getting behind the wheel. Key elements include land identification, the shapes and colors of traffic signs, and the interpretation of signal lights. Jr. High and up.
Requires VIC-20 or Pet. VIC-20 requires 3K Memory Enhancer. 4 Programs. **Disk or Cassette 39.95**

Bluebook #COM-53004

ROBOT SPARE PARTS FACTORY **1248**
By Robert F. Zbasnik
Test your memory as you observe the assembly and sounds within the Robot Factory. Study a robot from top to bottom. Then rebuild it, recalling from memory all the spare parts. Any mistake and the robot is destroyed. You have three minutes to build as many robots as you can.
(Elementary and up)
Requires: VIC-20 and 3K Memory Enhancement 14.95

Bluebook #COM-53005

DRIVER EDUCATION REVIEW **1200**
A review of U.S. Road Signs, their shapes and meaning, along with questions on traffic situations is provided by this program. A true/false format is used with summary provided as an option at any time.
For Intermediate to Senior High.
Requires 16K Pet. **Cassette 9.95**

Bluebook #COM-53006

ED-U-PAK **615**

This collection of four programs combines words and sound to help develop spelling, reading, math, memory, motor skills, eye-hand coordination and decision making.

RULER-How good are you at being a leader? Hire workers, feed them, pay them. Rule as long as you can.

GEOGRAPHY-Locations in states, capitals, seas, and countries. Input a new one beginning with the last letter of the place given before

DUNGEON OF MATHACOS-A math adventure that lets you explore for treasures. Before you can get it you must correctly answer math problems.

MICRO-Run a computer store and make a million if you can.

Requires: Commodore 64 **Cassette 24.95**

54000 • Music

Also See Related Categories: 36000 Games
38000 Graphics

Bluebook #COM-54000

VIC SYNTH **637**
Turn the VIC-20 into a music synthesizer. Easy to use and affords many, many hours of enjoyment.
Requires: VIC-20 **39.95**

Bluebook #COM-54001

SYNTHESOUND **1243**
A music synthesizer for your VIC-20. Features include 12 controls, 3 voices with 4½ octave range, high resolution display of the controls and piano keyboard and a sophisticated 4 voice sequencer for repeating melodies or drum effects. The VIC keyboard is used as a 2 octave piano keyboard. You can create infinite varieties of sounds by setting envelope shapes on sound and filters for each voice, including special effects.
Requires VIC-20. **Cartridge 59.95**

Bluebook #COM-54002

LINES AND SPACES OF THE TREBLE CLEF **1248**
Using whole notes, the computer teaches the student the names of the lines and spaces that make up the treble clef. As each note is displayed, it is sounded. When the instructional phase of the program is finished, a test is given in which notes are randomly displayed and sounded. If the student makes a mistake during the test, the test starts over. This continues until the student achieves complete mastery of the material. (If the student does not know the answer, and types the question mark, the computer will give the answer.
Requires Pet. **Disk or Cassette 7.95**

Bluebook #COM-54003

HIGHER/SAME/LOWER **1248**
Each lesson consists of 10 problems in which two notes are played. Is the second note higher than, lower than, or the same as the first note? Each pair of notes is randomly selected from a bank of 67 pairs. Each problem is repeated until the learner responds correctly. At the end of the lesson, the learner's performance is summarized. Elementary level.
Requires Pet. **Disk or Cassette 7.95**

Bluebook #COM-54004

MATCHING RHYTHMS **1248**
The computer selects one of 10 rhythmic patterns and plays this as it displays matching quarter notes and eighth notes on the screen. The learner attempts to match the rhythm by pressing the space bar. If the learner can do this successfully, the computer selects and plays another rhythm. Otherwise, the same rhythm is repeated. 10 rhythms in all are presented. The computer is a fairly strict drill-master, so the learner must match a given rhythm quite well before proceeding to the next pattern. Elementary level.
Requires Pet. **Disk or Cassette 7.95**

Bluebook #COM-54005

MATCHING EQUIVALENT NOTES **1248**
Gives the student practice in matching equivalent notes on the treble clef. For example, G-flat and F-sharp have the same pitch. They are equivalent notes. Each problem consists of the computer sounding and displaying a note selected at random. The student must type the name of the equivalent note. Each lesson consists of 10 problems. The computer summarizes the results of the lesson, including the names of the specific notes that gave trouble during the lesson. Elementary level.
Requires Pet. **Disk or Cassette 7.95**

Bluebook #COM-54006

MAESTRO MUSICA-SERIES 1 **1141**
Beginning keyboard identification and musical notation are introduced to students by the demanding and occasionally temperamental Maestro Musica. The animated Maestro provides sequential, developmental drill work to promote student mastery and rewards successful pupils by performing classic themes at his grand piano. We recommend these programs for students in third grade and above.
Diatonic keyboard identification of the C major scale (white keys only). Range: one octave.
Requires 16K Pet.

Bluebook #COM-54007

MAESTRO MUSICA-SERIES 2 **1141**
Chromatic keyboard identification of the C major scale (white and black keys). Range: one octave plus a major sixth.
Requires 16K Pet.

Bluebook #COM-54008

MAESTRO MUSICA-SERIES 3 **1141**
Fundamental music notation including rhythmic patterns.
Requires 16K Pet.

Bluebook #COM-54009

MAESTRO MUSICA-SERIES 4 **1141**
Interval identification on staff and keyboard.
Requires 16K Pet.

Bluebook #COM-54010

NOTES-TREBLE **1200**
Program provides instruction and practice of notes on a treble-clef. Can be used with or without sound. (Primary, Intermediate, and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-54011

PIANO NOTES **1200**
Practice in determining which notes are associated with selected keys on a piano. (Intermediate and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-54012

MUSIC MAKER **615**
Includes program-2 sample songs & blank data tape. There is a real synthisizer inside your 64. Now you can play music on your 64. Compose your own or take sheet music and input the notes. Plays 3 voices and all ranges of notes. You can even select the timing of each note. The music maker converts the notes into data statements. You can compose and then add music to your own programs or games.
Requires: **Commodore 64 Cassette 16.95**

Bluebook #COM-54013

META MUSIC I **1343**
Allows the novice, as well as the serious composer, to create music on the Commodore 64.
- Displays all phases of the computer's sound capabilities in detail
- Demonstrates examples of tempo, harmony, and composition, and examines them from the programmer's point of view

- Disk and printer compatible
- Two modes of operation: Score and Play
- Will implement various music education processes. (e.g., note and interval identification, sight singing, melody recognition, rhythm training, and elementary timbre identification)

Requires: Commodore 64 and 1541 Disk Drive
Disk 99.95

Bluebook #COM-54014

MUSIC MACHINE **1343**
Use the sound capabilities of the Commodore 64 and turn your computer keyboard into a musical keyboard. Create special effects, waveforms, percussion, octaves and pitches. **Requires: Commodore 64** **29.95**

Bluebook #COM-54015

MUSIC COMPOSER **1343**
Compose a song, play a song and save the song. Turn the Commodore 64 into a piano keyboard, choose your instrument and play your song. **Requires: Commodore 64** **29.95**

Bluebook #COM-54016

SYNTHY 64 **355**
Gives you complete control of musical synthesis using very straight-forward commands.
Synthy 64 understands R/4 to mean REST for quarter note; can perform sweeps such as when a guitar player slides his fingers from fret to fret; can set up any voice to sound like a piano, accordion, drum, or any other instrument; and gives your Commodore 64 musical talents even if you are not a musician. **Requires: Commodore 64, Datassette or 1541 disk drive** **Disk 32.95**
Cassette 29.95

59000 • Personal

Also See Related Categories:
12000 Astrology
21000 Communications
36000 Games
40000 Health
41000 Home & Household
60000 Personal Finance
71000 Sports
74000 Tax
78000 Word Processing

Bluebook #COM-59000

KEYBOARDING **1016**
By Anne Downs M.A.
Well-developed typing skills play an important role in using a computer. This program is a series of twenty lessons which presents a systematic and progressive approach to learning the keyboard. The series begins with exercises designed to familiarize the user with the various key positions and to explain correct typing technique. The skill level of the series increases to the point where the user increases typing skills by typing timed passages. The computer keeps track of the user's performance. Errors are indicated for each exercise and review lessons are completed after each group of skills. Frequent mistakes send the user back to an appropriate skill drill. The computer automatically times the speed-building exercises. Microcomputer terms and difinitions are contained in skill-building exercises to reinforce computer awareness. A management system on the disks keeps track of each user's progress as the lessons are completed. The skills in each lesson must be mastered before the next lesson is attempted.
5 Cassettes 99.00
3 Disks 99.00

Bluebook #COM-59001

TYPE ATTACK **364**
Written by Jim Hauser and Ernie Brock.
A fast action typing game. It happened on the far away planet of Lexicon. I know it sounds strange, but one day the alphabet began to attack from the sky. Yes, giant groups of letters attacked out of the sky and dove toward the ground. As peculiar as this problem may sound, the solution proved to be just as odd. It was found that a typewriter keyboard aimed skyward could repel the plummeting alphabet. For instance, if the letters J H B D F began to fall, their attack could be halted by a citizen typing out J H B D F on the typewriter keyboard. While this curious situation was first looked upon as a terrible inconvenience, it was soon decided that every cloud has its silver lining. You see, the good citizens of Lexicon are now the best typers in the galaxy! Professional educator Jim Hauser has teamed up with the fast-action game experts at Sirius to duplicate the curious falling alphabet of Lexicon. Now earthlings can learn to type quickly and accurately and have fun too! Featuring dozens of preprogrammed lessons, a real-time words per minute bar. You can't help but learn to type with this fast-action typing game.
Requires: Cartridge for VIC-20. **39.95**

Bluebook #COM-59002

TYPING PRACTICE **1123**
VIC will help you improve your typing and keyboard skills!
Requires:VIC-20 **3.95**

Bluebook #COM-59003

RNAV3 NAVIGATOR-PACIFIC COAST U.S. **1256**
A radio flight planner using VOR/DME (Straight line) or VOR/VOR (zig-zag) methods. ONLY the departure point, destination point, and optional waypoint interval is needed to produce flight path using U.S. VORTAC regional radio frequencies.
Requires: PET AND 8K **24.95**

Bluebook #COM-59004

RNAV3 NAVIGATOR-WESTERN U.S. **1256**
Requires: PET and 16K **29.95**

Bluebook #COM-59005

RNAV3 NAVIGATOR-NORTHEAST U.S. **1256**
Requires: PET and 16K **29.95**

Bluebook #COM-59006

BLACKJACK TUTOR **1256**
Two parts: One teaches rules, One offers 150 scenarios to practice with. FULL card graphics. Practice Stand, Hit, Double, and Split. Program provides best answers and keeps track of your progress. Helps you play a solid game of Blackjack. For entertainment only.
Requires 5K VIC-20 or 8K Pet. **Cassette 14.95**

Bluebook #COM-59007

BICYCLE SAFETY **1141**
An introduction is presented before randomly selected multiple choice questions are asked. Points are accumulated for correct answers and deducted for wrong ones. Bonus points are scored as cumulative correct answers are achieved.
Recommended for grades 3-5
Requires: 16K PET or Commodore 64

Bluebook #COM-59008

CAREERS **1200**
Associate tools with corresponding trade or occupation. (Primary and Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-59009

CAREER SKILLS **1200**
Matching skills with careers. (Primary, Intermediate, and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-59010

TYPING TUTOR/WORD INVADERS **1303**
This software package provides everything you will need to master the keyboard. It is the ideal product for the new Vic-20 owner. Beginners will quickly (and willingly) learn to type, while indifferent and intermediate typists will rapdily increase their speed and accuracy.

Program Features:
TYPING TUTOR
•Makes learning the keyboard a snap.
•Includes 4 programs to teach the keys in the correct progression starting with the easy 'home keys'
•Automatically advances to new keys and to new programs as your skills develop.
•Mistakes are identified, typing speed is indicated, and success is rewarded with a graduation song.
•Ideal for beginning children, old 'hunt & peck' typists and to refresh old typing skills.
WORD INVADERS
•Puts excitement into your touch typing practice
•Blasts the invading words out of the sky before your base is destroyed!
•Four levels of difficulty match the letters you learned on Typing Tutor
•Speed selections for beginning students to advanced touch typists.
•Typing can be fun!
Requires: VIC-20 **21.95**

Bluebook #COM-59011

CALENDAR MY APPOINTMENTS **1279**
Print a calendar for every month in any year, and place all of your appointments right on the calendar. Change appointments as often as you'd like and create as many copies as you want.
Requires: VIC-20 or Commodore 64, Printer Optional.
Cassette 16.95

Bluebook #COM-59012

DEAR DIARY **1279**
A program to maintain a general diary or database of personal events or general information. Records are permanently recorded and are instantly accessible. This program is readily adaptable to your personal requirements for information storage and retrieval, as for example, travel and entertainment expenses, appointments, birthdays, and anniversaries. No limit as to the category of information recordable.
Requires: VIC-20 or Commodore 64.
Cassette 12.95

Bluebook #COM-59013

TRACK MY WEIGHT **1279**
In conjunction with your weight reducing program you may record your weight loss or gain over time. Program reviews weight progress, diet observed, calorie intake and exercise program to accomplish objectives.
Requires: VIC-20 orCommodore 64.
Cassette 13.95

Bluebook #COM-59014

JOGGER'S LOGGER **1279**
After you've run your heart out, see if you can keep pace with your computer. This program will log your

achievements by recording an individualized listing of track or meet, length of run, time in minutes and seconds, pulse rate and physical condition. Display of all data entries or particular track or meet.
Requires: VIC-20 or Commodore 64.

Cassette 13.95

Bluebook #COM-59015

NUISMATIC PHANATIC **1279**
This data base program assists you in organizing your stamp or coin collection. Record and immediately access information as to series, name, data as to issue, date of acquisition, value at acquisition, and notable features of issue. Suitable for utilizaiton by dealers also to instantly answer inquires by potential buyers.
Requires: VIC-20 orCommodore 64.

Cassette 15.95

Bluebook #COM-59016

TOUCH TYPING TUTOR 3.0 **1286**
Learn to use all fingers when typing and your typing skills and programming time will greatly improve. Four programs:

- 19 lessons for you to gradually master the entire keyboard, by following the finger placement pictured on your TV screen.
- Practice of pseudo words to give timed tests of typing all keys. Letters occur in the same frequency as they appear in English words. Errors may be listed and are repeated as you continue.
- Text contains practice of English words, with a clock on the screen you may take tests of any duration. If you have 8K or larger memory expansion, the 4th program gives you a larger word table to practice typing English words.

Requires VIC-20 and 5K. **19.95**

Bluebook #COM-59017

TOUCH TYPING TUTOR **1286**
Learn to use all fingers when typing. This program allows you to select from the menu screen three major features:

LESSONS - 19 lessons for you to gradually learn proper finger placement on all keys. The staggered keyboard is pictured on your TV screen to teach you proper finger placement and not to look at the keyboard. You must type the key correctly before the next key is given. No timing is made during the lessons so you can learn at your own rate.

PRACTICE - Once you have mastered the finger placement of all keys, you are ready to try typing pseudo words, learn your typing rate, and percent correct. Your errors may be listed at the end of each page of practice, and will be repeated as you continue the practice to quickly eliminate your errors. The letters are selected at the same frequency as they appear in the English language to give you realistic practice of the keyboard usage. Pseudo words are also excellent practice for those whose primary language is not English.

TEXT - Now for a more realistic measurement of your typing speed, type English words and learn your rate and percent correct. Words are presented in sentence fragments, randomly chosen, so you do not memorize the text. A clock appears on the screen to take timed tests of any duration.
Requires: Commodore 64 **Cassette 19.95**
Disk 24.95

Bluebook #COM-59018

CALENDAR **1347**
The calendar for any given month of any year between 1901 and 2099 may be displayed on the computer screen. Six questions about the calendar concerning days, dates and correct spellings are asked. A great memory builder — visual comprehension exercise.
Requires: Commodore 64 and DATASSETTE **16.95**

Bluebook #COM-59019

FUN PREDICTIONS **1347**
Computes your exact age in days, hours and minutes. It gives a light-hearted forecast of an individual's future — a good fund raiser for school fairs, etc! **Requires: Commodore 64 and DATASSETTE** **16.95**

60000 • Personal Finance

Also See Related Categories: 10000 Accounting
11000 Advanced Mathematics
28000 Elementary Mathematics
33000 Financial
41000 Home & Household
64000 Real Estate
74000 Tax

Bluebook COM-60000

FINANCE 1 **416**
Home financial aid. Calculates: Future value, present value of future sum, effective interest rate, annuities, payment for future annuities, present value of annuities, annuity due, simple mortgage payment, monthly mortgage tabulations, and time to pay off mortgage.
Requires Commodore 64, and 64K. **Disk 50.00**

Bluebook #COM-60001

SUPER BUDGET **1123**
Allows you to store a full year's budget data and view each month's data, totals for the year, or the monthly average. Instruction and blank data tape included. Color bar graph & printer routine.
Requires: Commodore 64 **9.95**

Bluebook #COM-60002

SUPER CHECKBOOK **1123**
Balance your checkbook each month. Save data and have a yearly record. Printer routine.
Requires: Commodore 64 **6.95**

Bluebook #COM-60003

BUDGET **1123**
VIC helps you track your budget with totals and percentages for 17 categories. Bar graph/printer routine.
Requires: VIC-20 **5.95**

Bluebook #COM-60004

BUDGET II **1123**
Allows you to store a full year's budget data and view each month's data, totals for the year, or the monthly average. Instructions included. Color bar graph and printer routine.
Requires': VIC-20 and 8K memory expander **9.95**

Bluebook #COM-60005

SUPER CHECKBOOK **1123**
Keep your checkbook balance each month for a full year with number and amount of checks and deposits.
Requires VIC-20 and 8K Memory Expander. **5.95**

Bluebook #COM-60006

BALANCING ACT **1248**
By Robert Zbasnik
An exercise in balancing a checkbook. The learner views a series of bank statements that include deposits and withdrawals, and must point out any errors in addition or subtraction. Accuracy and speed are the factors that will either elevate the player to bank president or lead to unemployment. Elementary level.
Requires Pet or VIC-20 with 3K Memory Enhancer.
Disk or Cassette 14.95

Bluebook #COM-60007

NET WORTH STATEMENT **1279**
Want to know what you're worth? Seeking a loan from a bank? In either event you'll need this program. If you're building an empire or losing one you'll find out soon enough. Allows a sophisticated presentation to your banker.
Requires: VIC-20 or Commodore 64, Printer Optional.
Cassette 14.95

Bluebook #COM-60008

THE INVESTMENT ANALYST **1279**
With this program you can keep track of your various investment properties, analyze investment opportunities, and determine whether you should buy or not.

Return on your investment analyzed over the years.
Requires: VIC-20 or Commodore 64.

Cassette 14.95

Bluebook #COM-60009

PROFIT SHARING PLAN **1279**
A necessity if you maintain a defined contribution retirement plan including profit sharing, money purchase pension plan, or Keogh Plan. If you need to determine the amount or percentage of contribution and the allocation to participants, this program will benefit you. Social security integration option available.
Requires: VIC-20 or Commodore 64.

Cassette 18.95

Bluebook #COM-60010

THE SYNDICATOR **1279**
A perfect tool in syndicating investments. Calculates whether to buy or sell. Anticipated rate of return, tax bracket, and length of investment are all factors considered.
Requires: VIC-20 or Commodore 64.

Cassette 14.95

Bluebook #COM-60011

CHECKBOOK BOOKY **1279**
Tired of being unable to balance your checkbook? Is it really messed up? Then this program is your salvation. It's time to clean up your act and avoid the insufficient sum syndrome. You never thought you could bring the bank to your home-but with this program you can.
Requires: VIC-20 or Commodore 64, Printer Optional.

Cassette 12.95

Bluebook #COM-60012

THE BUDGETER **1279**
Our most detailed version of the budget utility programs. Helps to keep track of everything you're spending.
Requires: VIC-20 or Commodore 64.

Cassette 16.95

Bluebook #COM-60013

THE SAVINGS ACCOUNT MISER **1279**
Want to know what you'll have saved by retirement? Are the advertisements for the IRA's realistic? Will you really be a millionaire when you reture? The true effect of interest compounding is analyzed in this program. Invaluable for retirement or estate planning.
Requires VIC-20 or Commodore 64.

Cassette 13.95

Bluebook #COM-60014

COLOR ACCOUNTANT **1345**
Complete personal finance package. Includes check book maintenance, chart of accounts, income expense (net worth statement), graph package, budget analysis, appointments calendar, payment calendar, and mailing list. All files and statements can be listed to screen or printer and saved on cassette or diskette. Also, all files can allow you to add, change, and delete. **Requires: Commodore 64, 1541 Disk Drive, DATASSETTE, 1525 printer**

Disk 79.95
Cassette 74.95

Bluebook #COM-60015

BUDGETEER **355**
Use your Commodore 64 to plan and track your personal budget for the year with our visual planner — BUDGETEER. FEATURES:

- More than 40 specified categories for expenses and income
- Automatic calculation of credit card payments for up to nine credit cards
- Automatic yearly totals of each category
- Data storage on either cassette or diskette
- Printer option to display your worksheet on hard copy
- Bar graph displays of monthly amounts and averages

The number of rows and columns is variable for use as a generalized worksheet — up to a maximum of 99 rows and 999 columns — if you have more memory.
Requires: Commodore 64, 1541 Disk Drive or DATASSETTE

Disk 22.95
Cassette 19.95

62000 • Physics

Also See Related Categories: 11000 Advanced Mathematics
27000 Electronics
29000 Energy
30000 Engineering
37000 General Science
38000 Graphics

Bluebook #COM-62000

PHYSICS I 307
14 programs.
Specify PET Or 64. **Disk 200.00**

Bluebook #COM-62001

PHYSICS II 307
16 programs.
Specify PET Or 64. **200.00**

Bluebook #COM-62002

LINEAR KINEMATICS 307
Generates a series of questions dealing with linear motion and the analysis of a graph of instantaneous speed versus time.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62003

PROJECTILE MOTION 307
Generates a series of questions dealing with the analysis of a projectile in flight. Basic kinematic definitions are reviewed.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62004

MOMENTUM AND ENERGY 307
Generates a series of questions dealing with the concepts of linear momentum, impulse, and kinetic energy.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62005

ENERGY AND THE INCLINED PLANE 307
Generates a series of questions dealing with the motion of a particle on an inclined plane. The concepts of work, kinetic and potential energies are thus reviewed.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62006

INELASTIC COLLISIONS 307
Generates a series of questions dealing with the analysis of an inelastic collision. Linear momentum and kinetic energy are thus reviewed.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #cOM-62007

CENTRIPETAL FORCE 307
Generates a series of questions dealing with the analysis of the motion of a particle undergoing uniform circular motion.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62008

PULLEY SYSTEMS - MACHINES 307
Generates a series of questions dealing with pulley systems consisting of single, double, and triple fixed and movable blocks. The concepts of work, energy, and efficiency are thus reviewed.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62009

CALORIMETRY 307
Generates a series of questions dealing with the principle of calorimetry. The definition of specific heat capacity and the conservation of energy principle are thus reviewed.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62010

SPECIFIC HEAT CAPACITY **307**
Generates a series of questions dealing with the definition of specific heat capacity and thermal energy.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62011

HEATS OF FUSION/VAPORIZATION **307**
Generates a series of questions dealing with the definition of thermal energy and the concepts of fusion and vaporization.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62012

SPECIFIC GAS LAWS **307**
Generates a series of questions dealing with the behavior of a gas undergoing isothermal, isobaric, and isovolumic processes. Thus, Boyle's, Charles', and Gay-Lussac's Laws are reviewed.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62013

GENERAL GAS LAW **307**
Generates a series of questions dealing with the behavior of a gas undergoing a general process in which all three thermodynamic variables may change.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62014

THERMODYNAMICS I **307**
Generates a series of questions dealing with a confined gas which undergoes an isobaric process. The concepts of molar heat capacity, Charles' Law and the 1st law of thermodynamics are thus reviewed.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62015

THERMODYNAMICS II **307**
Generates a series of questions dealing with a confined gas which undergoes an isobaric compression during which a quantity of heat is removed.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62016

TRANSVERSE STANDING WAVES **307**
Generates a series of questions dealing with the study of the standing wave pattern established in a wire which is fastened at both ends.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62017

LONGITUDINAL STANDING WAVES **307**
Generates a series of questions dealing with the longitudinal wave pattern established in open and closed organ pipes.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62018

MIRRORS AND LENSES **307**
Generates a series of questions dealing with the image-forming properties of convex and concave mirrors and lenses.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62019

REFRACTION OF LIGHT **307**
Generates a series of questions dealing with the behavior of light rays striking a planar interface between two optical media.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62020

VECTOR ANALYSIS I **307**
Generates problems in which the student is asked to determine the magnitude and direction of the resultant of a concurrent system of three to five vectors. Answers are provided or the computer may be directed to grade the student's work.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62021

VECTOR ANALYSIS II **307**
Will find the magnitude and direction of the resultant of a given system of n concurrent vectors. (The value of n is set at a maximum of 10.)
Specify PET/CBM or 64. **Disk 25.00**

62000 • Physics

Bluebook #COM-62022

GAS LAW ANALYSIS **307**
Is designed to solve a large variety of problems in which gases undergo isothermal, isobaric, isovolumic and general processes.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62023

OPTICS ANALYSIS **307**
Is designed to solve a large variety of problems involving the image forming properties of thin lenses and concave and convex mirrors.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62024

PROJECTILE ANALYSIS **307**
Is designed to solve the general projectile motion problem. Time of flight, horizontal range, final velocity, maximum height, and angle of impact are among some of the values determined.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62025

CALORIMETRY ANALYSIS **307**
Is designed to solve the various time-consuming problems involved in the study of calorimetry. Substances undergoing changes in phase, as well as changes in temperature, may be dealt with by this program.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62026

STOICHIOMETRIC ANALYSIS **307**
Is designed to provide solutions to problems involving mass/mass, mass/volume, and volume/volume relationships in chemical reactions.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62027

NORMALITY CONCEPT **307**
Generates a series of questions dealing with the concepts of gram-molecular mass, gram-equivalent mass, and normality.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62028

MOLALITY CONCEPT **307**
Generates a series of questions dealing with the concepts of gram-molecular mass and molality.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62029

ELECTRIC FIELD ANALYSIS **307**
Generates a series of questions dealing with the analysis of the work done in transferring a charged particle between two points in a uniform electric field.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62030

PHOTOELECTRIC EFFECT **307**
Generates a series of questions dealing with the analysis of photoelectric emission from the surfaces of various randomly selected cathodes.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62031

TOTAL INTERNAL REFLECTION **307**
Generates a series of questions dealing with the reflection of light at appropriate interfaces.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-62032

MECHANICS [SET 1] **307**
- Measuring with precision
- Vector addition of forces
- Torques
- Resolution of forces
- Forces on an incline
- Uniform motion

Using conventional lab apparatus, the student makes measurements and enters data on a PET computer. Fortified with the help of the computer, the student completes the experiment and enters the data and calculations once more in the computer. This time the computer prints out a complete evaluation of the student's work and gives a suggested grade for the experiment. **Requires Pet.** **Disk or Cassette 100.00**

Bluebook #COM-62033

MECHANICS [SET2] **307**
- Acceleration using water clock
- Acceleration of a spinning disk
- Acceleration using air track
- Pendulum
- Acceleration of free fall
- Mass and weight
- Newton's Second Law
- Trajectories

Requires PET **Disk or Cassette 100.00**

Bluebook #COM-62034

MECHANICS [SET 3] **307**
- Centripetal force
- Newton's Third Law
- Conserv. energy in pendulum
- S.H.M. on an air track
- Oscillating mass on a spring
- Sliding friction

Requires PET. **Disk or Cassette 100.00**

Bluebook #COM-62035

HEAT **307**
- Boyle's Law
- Linear expansion of solid
- Calorimetry
- Change of state

Requires PET. **Disk or Cassette 100.00**

Bluebook #COM-62036

WAVES **307**
- Waves on a coiled spring
- Waves in a ripple tank
- Refraction
- Diffraction and interference
- Images and converging lenses
- Images and diverging lenses
- Standing waves

Requires PET. **Disk or Cassette 100.00**

Looking For A Particular Program?
Use The Key-Word Index
In The Front Of The Blue Book

Bluebook #COM-62037

ELECTRICITY **307**
- Charges of an electron
- Ohm's Law
- Series circuits
- Parallel Circuits
- Electrical equivalent of heat

Requires Pet. **Disk or Cassette 100.00**

Bluebook #COM-62038

MODERN TOPICS **307**
- Force between conductors
- Electric beam deflection
- Photoelectric effect
- Half-life

Requires PET. **Disk or Cassette 100.00**

Bluebook #COM-62039

INTERP-WAVE SUPERPOSITION **279**

Designed to improve students' understanding of the use of models in physics. The unit is built around the wave theory of light and attempts to show students how effective the theory is in explaining observed phenomena. Interp is not intended to replace the usual teaching of interference and diffraction phenomena. It cannot in any way replace actual observation of these patterns which are after all easily enough seen using simple laboratory equipment. The aim is quite different: to focus students' attention on the physical model used to explain the observations in a way that, because of the mathematics involved, is not simple to do without a computer. The unit is intended to encourage a more critical attitude to the use of models in physics in general, by emphasizing and investigating some of the assumptions (nearly always made but hardly every mentioned) in this one example. It is a general awareness of this aspect of physics as much as any particular lessons about physical optics that it is hoped will be achieved. The Students' Notes provide information that guides the student through three investigations of interference and diffraction phenomena using the computer program. After some introductory (revision) questions the student is invited to use the program to predict the intensity distribution given by two (equal intensity, in phase) sources of monochromatic radiation. This is intended as a preliminary exercise to show that the program works, that is, gives sensible results for a situation where the student knows what to expect. The second investigation is to use two slits of finite width instead of two sources. It is hoped that students will see that this computer prediction is closer than the previous one to what is

observed in a two-slit experiment with light or 3 cm radio waves. Students are told that the usual treatment of these effects (based on Huygens' principle plus wave superposition) involves some simplifications, and they are challenged to think what these are. The Notes also raise the question of how many secondary sources must be considered to make an adequate prediction. Each of these factors is discussed briefly and in the third investigation students are invited to explore the effect of each one of the predicted intensity patterns in a two-slit experiment. They are asked to compare these various predictions with measurements made using 3 cm radio waves and to make judgements about the importance of the different factors for this experiment and also for a Young's experiment using visible light. The work so far has been restricted to variations along a line parallel to the slits or sources. As an optional extension of their work, students can explore variations along a line perpendicular to the slits or sources. The package includes six copies of the Students' Notes, one copy of the Teachers' Guide, and the software in machine-readable form (one interactive BASIC program, 284 lines of code, written in CONDUIT Level 0 BASIC).

Requires: PET 2000 or 4000.

8K Cassette 40.00
16K Disk 40.00

Bluebook #COM-62040

SCATTER-PARTICLE SCATTERING **279**

By J. Harris

Physics has to do with the real world, but in some cases, an actual experiment is impossible to carry out in the real world. One example deals with nuclear scattering, an experiment which reveals the shape and size of an object which cannot been seen. Since there are experimental difficulties in performing certain scattering investigations, models of a number of experimental situations have been programmed for a computer simulation. By working with these models, students will be able to gain considerable insight into these scattering experiments which are so important in physics. There are three computer programs in the Scatter unit which simulate various systems. The first two give students experience in deducing the size, shape, and force law of a single scattering center from the scattering pattern it produces. The third program simulates the scattering of alpha particles by a metal foil. Furthermore, by creating a simple physical model, or perhaps a variety of models, in the computer program and letting the student investigate the behavior predicted by the models under the different conditions, it is possible to focus students' attention on this essential aspect of physics as model building. The educational aims of Scatter are to: show students that one can learn about the nature (shape, size, etc.) of an object from the way it scatter particles; increase their understanding of the use of models in physics; and give some appreciation of the work of Rutherford, Geiger, and Marsden. The package includes six copies of the Students' Notes, one copy of the Teachers' Guide, and the software in machine-readable from (three interactive BASIC programs, ranging in size from 142 to 178 lines of code, written in CONDUIT Level 0 BASIC).

Requires: PET 2000 or 4000 **8K Cassette 40.00**
16K Disk 40.00

Bluebook #COM-62041

NEWTON-SATELLITE ORBITS **279**

By J. Harris

Newton suggested that a stone thrown with sufficient speed from the top of a mountain would go into orbit around the earth. While students are unable to attempt this experiment, a computer can be used to work out what would happen if it was performed. The computer program on which this unit is based uses an interative method to calculate the path of a projectile launched horizontally. Using the program, students are able to investigate how the path taken depends on the height of the mountain and the initial speed. The student is challenged to find the initial velocity needed for the minimum (circular) orbit, and to compare the period and shape of orbits of different sizes with data for each satellite. More specifically, the simulation encourages students to think about the relationship between models (in this case, Newton's Law of Gravitation and his Second Law of Motion) and the physical phenomena these models explain. The objectives which might be achieved with this unit include:

- extending students' knowledge of projectile motion from the simplest case (a "flat earth" and constant gravitation force), to the more general (round earth, force varying with distance);
- an appreciation of how the application of Newton's second law, and his law of gravitation leads to the prediction of satellite orbits;
- knowledge of the possible shapes of orbits;
- some idea of the periodic time of orbits, and of the effect on the orbit of varying lanuch velocity;
- the application of a familiar idea (conservation of energy) in a new situation;
- thinking about the relationship between a simplified model and the actual situation it is used to describe
- an appreciation of the use of a computer to solve a problem which students cannot solve analytically.

The package includes six copies of the Students' notes, one copy of the Teachers' Guide, and the software in machine-readable from (one interactive BASIC program, 134 lines of code, written in Conduit Level 0 BASIC).

Requires: PET 200 or 4000 **8K Cassette 40.00**
16K Disk 40.00

Bluebook #COM-62042

FORCE **1141**

Provides practice in calculating forces given situations of the free falling body, inclined plane, tension, pulleys, and linear opposing forces. Frictionless surfaces are assumed. A review section of basic information is available throughout the program. This program is recommended for high school physics students.

Requires 16K Pet.

Bluebook #COM-62043

VELOCITY AND ACCELERATION **1141**

Provides practice calculating velocities and accelerations given situations of linear motion, free falling bodies, upward motion, and angular motion. Frictionless air and surfaces are assumed, and knowledge of vectors is required. A review section of basic concepts and formulas is available throughout the program. This program is recommended for high school physics students.

Requires: **16K PET**

Bluebook #COM-62044

MOTION PROBLEMS I **1282**
[OPPOSITE DIRECTIONS]

The student is provided with instruction and practice in solving uniform motion problems for vehicles traveling in opposite directions (towards or away from each other). The numbers and types of vehicles are chosen at random, and all solutions are integral values. The student may choose to receive instruction or practice. With prompting from the computer, the student developes the correct equation using a chart on the screen. The student then solves the equation. Errors are immediately flagged. Grades 8-11

Requires: PET/CBM 64 **16K Cassette 20.00**
16K Disk 24.95

Bluebook #COM-62045

MOTION PROBLEMS II **1282**
[ROUND TRIP & OVERTAKING]

Same features as Motion Problems I, but this time students deal with vehicles on round trips or overtaking other vehicles.

Requires: PET/CBM 64 **16K Cassette 20.00**
16K Disk 24.95

67000 • School Administration

Also See Related Categories: 10000 Accounting
17000 Business Management
24000 Data Base Management
33000 Financial
50000 Mailing Lists
76000 Utilities
78000 Word Processing

Bluebook #COM-67000

INVENTORY OF EQUIPMENT **1016**

The inventory record for hardware was designed to:

- Compile statistics on the size and content of the library/media center equipment.
- Update the file as new equipment is acquired and old equipment is discarded.
- Provide a means of inventory control of the equipment collection.
- Aid in the selection of new equipment by evaluation of downtime.
- Gain immediate access to items in the collection
- Maintain a frequency-of-repair and reason for repair record.

With the inventory program, the library media specialist can:

- Enter any item into inventory by name, make and serial number.
- Make any necessary changes in existing records.
- Delete any items withdrawn from the collection from the inventory.
- Reference search by type of equipment, ID or property number, vendor, and purchase date.

Disk 59.00

Bluebook #COM-67001

SCHEDULING OF EQUIPMENT **1016**

This program is designed to work in conjunction with the program on Inventory of Equipment, but it can also be used independently. The Scheduling of Equipment program was designed to compile a list of equipment scheduled on a daily basis by type, name or borrower, and department. With the scheduling record, the Library Media Specialist can:

- Enter into the data file each scheduled transaction of equipment. (A special feature of this program prevents the operator from scheduling a piece of equipment that is down for repair.
- Make any changes in the scheduling record, such as cancellations.
- Indicate when an item is returned.
- Retrieve information by: type of equipment, borrower's name, housing location, scheduled date.
- Compile scheduled total by: type, month, year.
- Compile overdue records by: borrower's name, date due, date borrowed.

Disk 59.00

Bluebook #COM-67002

GRADE AVERAGES **1016**

By Dr. Stefan L. Irving and William B. Arnold

This program is unique in that it enables the teacher to calculate grade averages by using both numeric and letter grades. Numeric and letter grades may be entered together without the necessity of previous conversion. The program furnishes the teacher with a numeric and letter grade average, as well as a complete ranking and summary of each student's grades. The use of plus and minus is acceptable and the program can easily be converted to any standard a school system uses.

Cassette 11.95

Bluebook #COM-67003

ATTENDANCE SYSTEM **307**

Enables a school to effectively and efficiently maintain and update daily and cumulative student absentee records. The daily attendance bulletin can be informatively annotated and school and grade level attendance statistics are computed and clearly displayed. Student records can be quickly searched to reveal absences on a particular day or within a specific time period. Latenesses are also recorded and the computer can print out lists of students who have been absent and/or late a specified number of times within a given time period. The attendance system is completely menu-driven. Absences may be entered via the keyboard or by means of mark-sense cards which are read by an optical card reader.

The maximum school population must not exceed 1600 students. The number of students in any given grade

level must not exceed 475.
Requires Commodore 8032 computer, an 8050 disk drive, and a 4022 printer. 800.00

Disk will be refreshed and updated on a year-to-year basis for a fee of 50.00.

Bluebook #COM-67004

FINANCIAL AID MANAGEMENT [FAM-83] 1020
A microcomputer software package designed with the financial aid administrator in mind. A fully comprehensive student aid data management system with the following features:
- Document Tracking
- Award packaging
- Disbursement Scheduling
- Fund Accounting
- Parameter-Selectable Batch Reporting

All document titles, status descriptions, fund names, packaging routines, and disbursement schedules are user-defined (meaning, created by you).

1. STUDENT INFORMATION FILE--The means by which all the pertinent information is stored by FAM-83 is the student record. This is where the general, application/forms, and award information for each student is entered. The system is designed for student records to be replaced yearly, so information such as enrollment status, current semester, and units enrolled must be updated each semester or quarter. The reporting in this section allows you to chose from almost all the parameters available in the file. An example would be a report listing all white female students with two or more children that were recruited by John Mills. Also note that the special activity codes are user-defined. This would allow for reporting on special groups such as football players, study abroad participants, child care recipients, etc.
2. FORMS TRACKING--Allows you to maintain a table of fifteen user-defined forms regularly required of students at your institution for financial aid processing. Examples of possible forms: Financial Aid Form, GSL Application, Financial Aid Transcript, Parent's 1040 Form. For each form, the system allows the possibility of fifteen different user-defined status descriptions. Examples of possible status descriptions: Returned, Returned Incomplete, Returned Unsigned, Not Yet Returned. In each student record, the following forms information is maintained: Form Name, Form Status, Date Issued, Date Returned. The system will track a maximum of ten forms per student. The reporting in this section allows you to print all students and their respective forms and form status descriptions, students with selected forms, and students with selected forms and descriptions. You can also run reports based upon date issued and date returned. This module is designed to inform you of who needs to return which forms and when. With this information, reminder or confirmation notices may easily be sent to the appropriate students.
3. AWARD PACKAGING--This module will package a students total award using user-defined tables. Each student record has space for the following awards: PELL, 3 non-institutional, and 5 institutional. The system will package the 5 institutional awards using one of two formula types: percentage and straight amount. Percentage packaging allows you to set successful levels of assistance to which students are brought before subsequent forms of aid are assigned. Because PELL and most non-institutional award (state grants, scholarship, etc.) amounts vary so, they are assumed as given and must be entered manually. However, the institutional awards may be packaged as percentages of remaining need not met by previous awards. The percentage of the first award will include the total amount of PELL non-institutional awards, and family contribution; each successive award will be allocated as the next percentage of the expense budget. Straight amount packaging allows you to set a fixed dollar amount for each fund and package students in a straight line method. The system allows a minimum of 15 tables per formula (30 tables in all). The sytem maintains the following award information:
- Expense Budget
- Student's Contribution
- Parent's Contribution
- Total Family Contribution
- Need
- PELL award, date award, accepted
- Non-institutional awards (3), date awarded, accepted
- Institutional awards (5), date awarded, accepted
- Total Award
- Unmet Need

4. DISBURSEMENT SCHEDULING--This module allows you to create a funds disbursement schedule for each award in a student's record. Each schedule can handle up to 12 separate disbursements. This feature makes possible disbursement tracking on a quarterly or monthly basis. Each disbursement unit will contain the date (user-defined in a master table), the amount scheduled to be disbursed, and the amount actually disbursed. These last figures can be entered manually (by calling up the student record), or through an auto batch posting mode in which several student records are updated in one operation. Reporting in this section will be useful for communications between the financial aid office and the office responsible for drawing the checks (usually the Business Office). Basically, you will be able to generate reports which show which students are to receive what amounts and when. You will also be able to see the disbursement history of each student by fund.

5. FUND ACCOUNTING--This module is the core of the system in that all information entered is analyzed and reported here. Each fund title is user-defined and contins the following fund management information:

- Fund Code
- Fund Description
- Minimum Award
- Maximum Award
- Fund Allotment
- Amount Awarded
- Amount Disbursed
- Amount Available for Awarding
- Amount Awarded - Not Disbursed
- Date of Last Update

The fund code, description, minimum award, maximum award, and allotment are entered by you. The other items are updated automatically upon command. You may list funds awarded and/or disbursed to students based upon student record parmeters such as sex, ethnicity, citizenship, special activity codes, etc. You may also run fund depletion projections. This would allow you to see which students should be cut from over-awarded programs (typically Workstudy) before the money runs out. The system does this by checking the student disbursement schedules for each fund and building a master fund expiratoin schedule.

Under 2000.00

Bluebook #COM-67005

NEED ANALYSIS **1030**

When a student applies for financial aid, it is almost certain that he will fill out a Financial Aid Form and send it off to have his need and Pell index computed. Our Need analysis package is designed to perform both of those calculations in-house on your very own microcomputer. One of the advantages of this is that you can store every student's date for future reference or validation. Another advantage is that you can have your printer type out easy to read analysis summaries on 8.5'' x 11'' sheets as opposed to hard to read and easy to lose calculator tapes.

FEATURES:

- Uniform Methodology
- Pell index
- Permanent data storage
- Easy auditing
- Eight user-defined budgets
- Need sumlmary printout (automatic batching also included)
- Batch reporting on all students by need, pell, computation date, and status
- Mailing labels.

Requirements: CP/M 2.2, MBASIC compiler, 64K memory. **795.00**

Bluebook #COM-67006

STUDENT PAYROLL **1030**

The college workstudy program has always been typically the hardest financial aid program to manage simple because no one ever knows exactly when the money is going to run out until it does. Not anymore. Our Student Payroll package not only maintains current expenditures, but also projects future costs and time frames based upon individual student pay rates and fund allotments. You can see individual daily hours worked or report on all hours worked, and amounts earned, between any two dates you specify.

FEATURES:

- Total hours worked and amount earned (by student, account, and overall)
- 5 week individual student work history
- Projection analysis
- Flexible reporting on most parameters
- Mailing labels

Requirements: CP/M 2.2, MBASIC Compiler, 64K memory. **695.00**

Bluebook #COM-67007

DEPARTMENTAL FUND ACCOUNTING [ENCUMBRANCE] **1030**

Designed for departments within large institutions that perform all of their financial transactions with outside vendors by purchase order. It keeps track of total encumberment and expenditure for all accounts entered. It also gives a month by month expenditure history and can list all transactions, by type if necessary, to provide for easy verification.

FEATURES:

- Easy line entry
- Automatic balance updating on edit
- Allows four transaction types: encumbrance, expenditure, adjustments, budget augmentation
- Reports on total expenditures for all accounts
- Reports on transactions by account, type, and date entered

Requirements: CP/M 2.2 CBASIC compiler, 55K memory. **495.00**

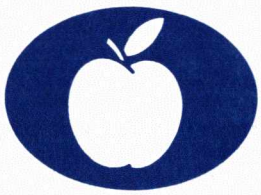
Bluebook #COM-67008

NDSL INTERNAL BILLING SYSTEM [NIBS] **1030**

A package of programs designed to follow the amortization and repayment of National Direct Student Loans. It, essentially simulates the automated services performed by most collection agencies; that is, maintenance of account data, principal and interest due calculations, principal and interest paid, and the

printing of bills and reports. The package is highlighted by its ability to print initial contact forms (introduction letters, etc.) and appropriate billing notices (current, past due, etc.) when they are due, thus fulfilling the dreaded "Due Dilligence" requirement.
FEATURES:
- Custom drive configuration
- Loan repayment schedules
- Automatic status updating
- Automatic "due diligence"
- Reports by status and overall statistics
- Mailing labels
- Maintains most of loan information requested by O.E. form 646

Requirements: CP/M operating system and MBASIC compiler. You will need at least 55K of core memory and, in most cases, 1 megabyte of disk storage. For institutions with accounts numbering over 1000, hard disk storage is strongly urged. **1995.00**



Bluebook #COM-67009

TEST TABULATOR **1141**
Simply type in the answer key for true-false, multiple choice, or matching test questions. After the students take a written test, either they or the teacher can quickly insert student responses. The tests are immediately scored, and the results are available to the teacher when the teacher code is entered. A problem analysis is also included so that you may see at a glance which questions were most frequently missed. This program is designed to accomodate up to 40 test questions for 35 students.
Requires 8K Pet.

Bluebook #COM-67010

GRADER **1141**
Average your grades quickly and accurately. Type in a series of letter grades, push return, and you are provided with a numerical equivalent and a letter grade average. Grader even averages pluses and minuses.
Requires 8K Pet.

Bluebook #COM-67011

GRADE MY KIDS **1279**
Whether you're a teacher or parent you may use this program to maintain a profile of your students including name, class, or section, test scores and test score average to determine final grades.
Requires: VIC-20 or Commodore 64.
Cassette 15.95

Bluebook #COM-67012

EXAM GENERATING SYSTEM **307**
• Instructor may create an unlimited number of question files which may be accessed in either an exam-generating mode or in a student-interaction mode.
• Questions may be identified by a single character code which may then be used in order to select questions which are to be included or excluded in a given file access process.
• Instructor may key-in an 'error-message' for each of the various questions stored in the exam file. This message would appear on the student evaluation report when an incorrect response to a question is recorded. Typical error-messages might be: text book references; suggestions for further study; solutions to the problems missed; remarks indicating areas of weakness; etc.
• The computer may be directed to generate multiple copies of a given exam; each exam would contain the same questions but the question-order would be scrambled. This is particularly useful when the same exam is to be given to different classes or to students who are seated in adjacent rows.
• Instructor may 'permit' certain exam files for student access. Computer randomly displays a question; an incorrect response results in the display of the error-message. Using this information, the student is given a second opportunity to respond. The computer keeps track of the student performance.
Requires Commodore 8032 [or 4032] microcomputer; the Commodore 8050 [or 4040] disk drive, and the Commodore 4022 [or 8024] printer. **Disk 200.00**

If You Don't Find A Specific Program By Name
Try The Alphabetical Index
In The Back Of The Blue Book

Bluebook #COM-67013

EXAM ANALYSIS SYSTEM **307**

• Computer creates and maintains files which contain the names and numbers of students in a given class or grade. Class and grade lists containing student names and id's may be generated at any time.

• Mark sense cards are used to enter student responses at a rate of about 40 cards/minute.

• Instructor may key-in error messages for each of the various questions which comprise the exam.

• The computer will score each exam and generate a student-evaluation report which indicates the questions missed and the error-message associated with each question. A detailed item analysis, consisting of not only how many students got a particular question wrong but also identifying the students who answered a given question incorrectly, is generated.

• The computer determines the average and standard deviation; assigns letter grades based upon the latter values; generates a letter-grade distribution and plots a histogram which clearly displays the distribution of exam scores.

Requires Commodore 8032 [or 4032] microcomputer, the Commodore 8050 [or 4040] disk drive, the Commodore 4022 [or 8024] printer, and a Chatsworth Data Mark Sense Card Reader. Disk 200.00

Bluebook #COM-67014

EASYLESSON 64 **1343**

Has the ability to easily create a lesson pool of questions from which subsequent tests or quizzes may be generated. Program has the capability of producing hard copy. The user has up to seven categories into which the questions may be classified. The generation of a test from the lesson pool can be directed either to printer or disk, and the test itself may be restricted to questions of a certain category. **Requires: Commodore 64 and 1541 Disk Drive 39.95**

[Includes EasyQuiz 64 Program]

Bluebook #COM-67015

EASYQUIZ 64 **1343**

Has the ability to administer the test created in EASYLESSON 64. It asks for the student name and the name of the test that the student wishes to take. The test questions can be randomly shuffled before they are displayed. The test itself can be taken in either a "flash card" mode on paper or in a "multiple choice" mode. The student is graded at the end of the session. **Requires: Commodore 64 and 1541 Disk Drive 39.95**

[Includes EASYLESSON 64 Program]

Bluebook #COM-67016

STUDENT PROFILE **1360**

Allows the teacher to discover teaching opportunities relating to a student's career interests. A student profile quiz aimed at seventh and eighth graders will uncover hidden traits and talents, and areas in which the teacher may discuss in class.

Requires Commodore 64 and a printer if hard copy reports are desired. Disk 89.95

68000 • Social Studies

Also See Related Categories: 15000 Basic Learning Skills
59000 Personal

Bluebook #COM-68000

SIMULATION - LINCOLN'S DECISION **1016**
By Michael Roessler
Here's the ideal program to complement your study of the Civil War period. Lincoln's Decisions leads your students through the key events in President Abraham Lincoln's life and administration. At each major turning point, they are presented with the choices he faced and are challenged to duplicate his decisions. This program will deepen your students' understanding of the values conflicts, and tribulations of Civil War times. By putting themselves in President Lincoln's shoes, they acquire a sense of the alternative courses that the United States might have followed during this critical period in American history. Students enjoy the challenge of this program and appreciate the special visual effects that recreate the Civil War era. Levels 7 to adult. **1 Disk 49.00**

Bluebook #COM-68001

AFRICA **1016**
This program will lay a strong foundation for the study of African history or geography. Part one is an interactive program that induces students to read, analyze, and evaluate a series of questions about Africa. For example, many people think of Africa as a country rather than a continent made up of many countries. Part two introduces the major cities, rivers, and landforms of Africa. It then teaches their locations with a series of map drills. A graphic representation of Africa is displayed by the computer with the countries outlined. A drill format then has the student identify various geographical points which the computer indicates on the map. Correct answers to both parts are reinforced with graphic rewards. Branching is used to explain incorrect responses. A management system keeps track of students' scores for each part of the program so the teacher can identify areas that need additional work. Levels 7 to adult.
1 Disk 39.00

Bluebook #COM-68002

SIMULATION ANNAM: THE STUDY OF A DEVELOPING COUNTRY **1016**
By Michael Roessler.
You are the leader of a developing country that is aided by a superpower and in rivalry with an aggressive Communist neighbor. You have a small standing army, many different interest groups, rivals at high levels, and you must remain popular to govern. The computer poses problems which you must solve, but your decisions invariably lead to changes in conditions and more decisions. Working through this program is an exciting way to promote an understanding of contemporary world affairs by seeing the impact of your leadership decisions upon the fate of your small nation—and on your own ability to remain in control. Conditions are presented at random, so there are many possible endings. Students use the game over and over again to discover the consequences of various decisions and to find the most appropriate responses to given situations. The microcomputer becomes a complete learning tool. Levels 7 to adult. **1 Disk 49.00**

Bluebook #COM-68003

REGIONS OF THE UNITED STATES **1016**
By Michael Roessler.
The game-like quality of this program makes learning the geography of the United States fun. In Part 1, the

Fifty States, students review the states region by region. Then they choose either a Beginner's quiz that requires them simply to identify the states or a Super Quiz that requires them to both identify the states and spell their names correctly. In Part II, The Regions, the computer selects a region and gives clues about it. Students are challenged to figure out the region picked using as few clues as possible. This game teaches the major cities, landforms, products, and climates of the different regions of the United States. Levels 5 to 12.

1 Disk 39.95

Bluebook #COM-68004

ECOLOGICAL MODELING **279**

by Willaim Reiners, William Glanz, and Stanley Cornish

The process of computer modeling and simulation can be useful tools in the analysis of ecosystems to test hypotheses and predict results from manipulating environmental factors. Because of the computer's capacity for handling large quantities of data and performing numerous arithmetic operations with speed, it is a powerful analytical tool, and it is particularly appropriate for exploring the complex problems of ecology. The Ecological Modeling package introduces the student to some techniques for modeling ecological systems and processes on the computer. By controlling certain parameters, such as initial population size, growth rate, time length of the simulation, and others, the student experientially tests hypotheses and predicts results from ecosystems. The program EPOP calculates population size at a sequence of time intervals for a population in exponential growth. This program differs from others in this series in that the analytical solution for the differential equation of exponential growth is used. The student enters values for the initial population and growth rate and the program calculates and reports back the population size for ten time cycles. The questions at the end of the chapter challenge students to understand and identify the limitations of this model's approach. The program EXPOP has the same objective as Epop, but it makes computations by a brute force method called incremental addition. With this method, population growth increments are calculated by algebraic difference equations over short periods of time. Each increment is added to the existing population, and this incremented population is then used to calculate the next growth increment. This provides a simple method for the solution of complex differential equations that are not solved readily by analytical methods. Though simple, the method is time-consuming and is only practical with a computer program. The student specifies four conditions: initial population, growth rate, number of time units to compute, and the interval of computation. The program calculated and reports the population size for ten time cycles. Following his use of the program, the student is led to compare results from Expop and Epop to determine advantages of each method of computation.SIGPOP is a simulation of the sigmoid, or logistic, growth model which describes the behavior of a population whose growth stops and density fluctuates around some value related to the population's environment. This model has the advantages of combining parameters describing the exponential growth characteristics of a population and the carrying capacity of the environment. However, the model describes only the growth characteristics of a population and the carrying capacity of the environment. However, the model describes only the growth characteristics of a population responding to negative density-dependent factors; it does not explain the actual causes of regulation, and it makes many assumptions about population structure. Sigpop is essentially an elaboration of Expop with an additional data item to be entered by the student, environmental carrying capacity. As with Expop, the solution to the logistic equation is effected by difference equations. The student is challenged to vary the parameters of the model to test effects of the results. RAND-K, a logistic model of population growth, provides a conceptual tool for understanding growth from a lower level up to some limit of the environment. It also provides a tool for understanding population responses to changes in the carrying capacity and helps students interpret how populations are stabilized after they reach carry capacity. One may view the expresion (K-N/K in the logistic model as a density-dependent response. It provides a varying accelerating and braking effect on growth which could represent the net effect of density-dependent factors such as competition and predation. Rand-K is basically a Sigpop model with the addition of a randomizing function to the environmental carrying capacity (K). Fifty percent of the time K is left unchanged. The remaining fifty percent of the time K is increased or decreased by five (20% for each case) or increased or decreased by 5 (2% for each case). Competition is a potent force in regulating ecological systems, both in terms of direct regulatory effects on component populations and in shaping the evolutionary modifications leading to specialization and niche differentiation. COMPET-1 provides students with a model to simulate these effects based on the classic LOTKE-Volterra equation. Using incremental addition, the program calculates the population size of two competing species in successive time steps using data from within the program. The student enters values for the initial population size, growth rate, environmental capacity, and fraction of overlap for each population, and the number of time periods to simulate the interval of computation. The program reports back the size of each population for the number of time periods. specified by the student. An enhanced version of the program, COMPET-2, will plot the data on any teletype-like terminal.COMPET-5 provides a more realistic model of interspecific competition by two

factors not included in Compet-1; (1) a randomly varying carrying capacity operating independently on the two species; and (2) a mechanism for permitting emigration and immigration. Emigration and immigration are modeled to occur in proportion to the difference between carrying capacity and the current population. If this difference is positive, immigration will occur; if negative, emigration will occur. The last program in the package, TUNDRA, simulates the energetic relationships of an arctic tundra ecosystem. This system was chosen because of its apparent structural simplicity and because it has been studied rather extensively. By modeling such a simple system with its relatively small number of interactions, the most important relationships can be induced and applied to larger, more complex systems. For the student, Tundra provides an exploratory step into the complex and intricate problems of modeling ecosystems. The ecosystem and how its units are programmed in BASIC are explained in detail to give the students direct exposure to modeling and to provide them with modeling skills in their continuing studies of ecology. The package includes three copies of Student Manual and the software in machine-readable form (eight interactive BASIC programs, ranging in size from 46 to 253 lines of code, written in CONDUIT Level 0 BASIC).

Requires Pet 2000 or 4000 — **8K Cassette 75.00**, **16K Disk 75.00**

Bluebook #COM-68005

FARM LIFE — **914**

The child is introduced to the basic concepts of farms, farm animals and products raised on farms. Student is then asked a series of matching questions designed to show that he or she has understood the information given.

Requires: Commodore PET — **Cassette 13.00**, **Disk 15.00**

Bluebook #COM-68006

YOUR COMMUNITY — **914**

Large cities, small towns, their similarities and differences are discussed. How they start, why some die, community services and helpers are included. Game follows. Right answers are rewarded and incorrect answers are corrected without penalty.

Requires: Commodore PET — **Cassette 13.00**, **Disk 15.00**

Bluebook #COM-68007

BEGINNING GEOGRAPHY — **914**

Children are introduced to basic map skills and directions. North, East, South West is introduced: mountains, rivers and cities are shown and students learn to understand the symbols. Game follows.

Requires:Commodore PET — **Cassette 13.00**, **Disk 15.00**

Bluebook #COM-68008

HOLIDAYS AND FESTIVALS — **914**

This program will talk about the national holidays celebrated in this country. Vocabulary, games, customs, and gifts will be included. A matching game will "test" student's recall of information.

Requires: Commodore PET — **Cassette 13.00**, **Disk 15.00**

Bluebook #COM-68009

TRANSPORTATION — **914**

A brief history of transportation will be given with emphasis on "how they got where they were going and how long did it take to get there." The program then brings the student to the present time, showing various types of transportation, how important each one is and for what each is responsible.

Requires:Commodore PET — **Cassette 13.00**, **Disk 15.00**

Bluebook #COM-68010

COMMUNITY HELPERS — **914**

Communities are expected to provide certain services for their inhabitants. These services, including protection, education, recreation, religious and others are discussed along with the men and women who provide them. A game follows which rewards the right answer and corrects the wrong answer with no penalty.

Requires: Commodore PET — **Cassette 13.00**, **Disk 15.00**

Bluebook #COM-68011

WORLD POLAR REGIONS — **914**

Requires Commodore Pet — **Cassette 13.00**, **Disk 15.00**

Bluebook #COM-68012

WORLD DESERT REGIONS **914**
Requires Commodore Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-68013

WORLD MOUNTAIN REGIONS **914**
Student is introduced to basic, background information on the particular climate region of the world. Animals that live in that climate are discussed as are birds, trees and flowers if appropriate. Series of matching questions provides game which is fun and checks student's retention of material.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-68014

AMERICAN HISTORY THROUGH BIOGRAPHIES 914
Names of famous Americans are introduced with a brief fact or two about each. Period of Pilgrims, Colonial America and Westward Movement are covered. Vocabulary and game complete program.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-68015

WHO BUILT AMERICA **914**
For over 300 years, men and women have come to America to begin new lives. Some came to escape persecution, others to seek fame and fortune. Why they came, what they brought and what they gave is discussed with emphasis on how they made America great and why they were all welcome. Game follows.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-68016

GROWTH OF THE UNITED STATES **914**
Because of our remarkable system of government, free enterprise, free schools, natural resources, industry, inventions and the drive and determination of our remarkable citizens, the U.S., in its "short" history become the greatest industrial nation in the world. Reason, causes and famous people are discussed. Game follows.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-68017

STATES OF THE UNITED STATES **914**
Provides basic, background information on the United States. How many there are, how many we started with, largest, smallest, states famous for certain things, and more. Series of matching questions creates a game the student enjoys playing and is challenging enough to make student want to "keep trying" until he or she gets all the answers right.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-68018

AMERICAN INDIANS **914**
Students will be introduced to the various Indian tribes and the sections in the United States in which they lived. The students will learn new vocabulary and the ways of life of the American Indians. They will also learn about all the things the Indians taught the new Americans to survive in this country.
Requires Commodore Pet. **Cassette 13.00**
Disk 15.00

Bluebook #COM-68019

DEMOCRACY **914**
Gives a basic explanation of the systems of private and public governments with emphasis on Democracy. A series of contrasts between Communist and Democratic forms of government is given. The Constitution and Bill of Rights are discussed. Game follows.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-68020

THE MIDDLE AGES **914**
The student is introduced to the basic historical facts dealing with that time period. Political and economic "facts of life" are covered. A game and series of questions encourage the student to learn.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-68021

ANCIENT CIVILIZATIONS **914**
The student is introduced to early Greek and Roman civilizations. Famous names and places are given with information about them. Game follows.
Requires Commodore Pet. **Cassette 13.00**
Disk 15.00

68000 • Social Studies

Bluebook #COM-68022

EARLY HUMANS **914**
A good look at prehistoric man and how he lived and learned. Clothing, food, weapons, tools, travel and transportation are covered. Their development is traced. Game follows.
Requires: Commodore PET **Cassette 13.00**
Disk 15.00

Bluebook #COM-68023

PRESIDENTS **1123**
Asks you for the last name of each of the presidents in the order they took office. Gives final grade.
Requires: Commodore 64 or VIC-20 **3.95**

Bluebook #COM-68024

STATES AND CAPITALS **1123**
Gives the name of each of the 50 states & asks for the capital. Keeps score & gives final grade.
Requires: Commodore 64 or VIC-20 **3.95**

Bluebook #COM-68025

I LOVE AMERICA SERIES-SMALL TOWN USA **1166**
The student learns to use a map of a small town, recognizing building symbols, and determine distance between buildings by counting blocks. He will also learn the various activities associated with each building such as the pharmacy, library, hardware store, etc.
Requires 16K Pet. **Cassette 20.00**

Bluebook #COM-68026

I LOVE AMERICA SERIES-U.S. CITIES **1166**
The student learns to use a map of the conterminous United States. The cardinal and secondary directions are stressed as well as the coordinate locations of major cities.
Requires 16K Pet. **Cassette 20.00**

Bluebook #COM-68027

I LOVE AMERICA SERIES-HISTORY STAR **1166**
An exciting way to review historical facts. Two students or teams take turns trying to correctly answer random questions about Indians, pioneers, wars, black Americans, famous women and five other topics, thereby earning points toward victory.
Requires 32K Pet. **Cassette 20.00**

Bluebook #COM-68028

I LOVE AMERICA SERIES-U.S. MAP **1166**
A huge map of the U.S. is used with all the states clearly outlined and labeled. The student may use the program 3 ways: to review the names of the states, to test knowledge of the state names, and to attempt the "Tour Puzzle."
Requires 16K Pet. **Cassette 20.00**

Bluebook #COM-68029

MAPS AND GLOBES **1248**
This maps and globes series is designed to be used directly with the booklet, 'Skills for Understanding Maps and Globes', by Kenneth Job and Lois Wolf (Follett Publishing Company). Each program in this series works as follows: The student brings the booklet to the computer, loads the program, and begins the lesson. The computer now poses questions to the student concerning the subject matter in the booklet. The student is free to use the booklet in order to respond to questions from the computer. For example, the computer may refer the learner to a map on a particular page, and ask questions about the specific symbols being used. The computer thus becomes a sophisticated response device, providing immediate feedback to the student, keeping track of student progress, and so on. Each tape covers one chapter in the booklet, as follows:

- A map is made.
- Finding our way.
- Finding other directions.
- The metric system.
- How far is it?
- Finding cities and countries.
- Water, water, everywhere.
- The Earth's land masses.
- The new world.
- The old world.
- Guidelines on the earth.
- Using the earth's guidelines.
- Flat maps of a round earth.
- High lands and low.
- What's the weather?
- The world's climates.
- What grows on the land?
- People and products.
- Trade and travel.

Requires Pet, VIC-20, or 64. Includes 19 lessons.
Disk or Cassette 136.00

Bluebook #COM-68030

ACROSS THE PLAINS **1248**

Across The Plains is a set of four programs designed to provide students with information about that colorful period in American history, the westward movement, and to do so using a game-playing format that utilizes real places and events. Each program focuses on one stage of the journey. The first one has to do with the trail from St. Joseph, Missouri, to Fort Kearny, Nebraska. Stage Two encompasses the trip from Fort Kearny to Fort Laramie. The third stage takes the student from Fort Laramie to Fort Hall (by way of Fort Bridger). The fourth stage deals with the final leg of the journey—from Fort Hall to what is now Sacramento. Interspersed with events that occur on the trail are bonus questions about the westward movement. Correctly answering such questions enables a student player to acquire funds which may be used to purchase needed items at trading posts enroute. Across The Plains is intended to be played by two participants, each trying to complete the overland trip to California. The results from each part of the journey are carried over into the next phase. The exercise is thus an ongoing one that can be conducted over more than one session, if this seems desirable.Upper elementary to adult. **Requires Pet or 64 and 16K.**

Disk or Cassette [4 Program Set] 39.95

Bluebook #COM-68031

U.S. TIME ZONES **1248**

The focus here is on telling time from one zone to another. The student will work with the following time zones: ALASKA-HAWAII, PACIFIC, MOUNTAIN, CENTRAL, and EASTERN.

Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-68032

STATES AND CAPITALS **1248**

This program randomly selects either the name of a state (in which case the learner is to supply the name of its capital), or the name of its capital (in which case the learner is to supply the name of the state). A game-like format is used: Six wizards appear with numbers on their foreheads. The student must try to erase all these numbers by answering questions correctly. At the end of the lesson, the student's performance is summarized. Elementary level and up.

Requires Pet or 64. **Disk or Cassette 7.95**

Bluebook #COM-68033

HAT IN THE RING: A PRESIDENTIAL ELECTION GAME **1248**

Hat in the Ring is a two-player exercise designed to acquaint students with some of the political considerations involved in running a presidential candidate—one for the Republicans, the other for the Democrats. Throughout the exercise, each candidate makes decisions intended to result in a successful campaign. At the outset, each candidate has 9 units of priority resources that can be assigned as needed in order to bolster the campaign in any of the states. The overall campaign ends after each candidate has made, in alternating turns, 10 decisions. Within each state, the outcome of the campaign hinges upon four factors:

- Media Exposure
- Personal Campaigning
- Domestic Issues
- International Issues

Although the weight of these four factors in randomly determined by the computer, the probabilities are that Media Exposure and Domestic Issues will prove to be substantially more powerful in their impact than will the factors of Personal Campaigning and International Issues. The political situation in each state keeps changing as the game progresses.

As the campaign begins, the computer randomly chooses the candidate who will have the first turn. The computer may be commanded to do one of six things:

- Raise Funds (increase resources)
- List the states in which the Republican candidate leads.
- List the states in which the Democratic candidate leads.
- List the current probable electoral count for each candidate
- Get ready to display the political situation in a state

The 9 resource units that each candidate has at the beginning of the game are the maximum allowed. So there is no point in asking the computer to raise more funds (resources) until some of these units have been used up. However, when the computer does try to raise funds, it will yield a result of from 0 to 3 additional resource units.

Let us say that the candidate chooses Command #6. The computer now asks the candidate for the name of a state, and then displays the political situation in that state. The number immediately following the name of a state represents the number of electoral votes that the state can cast for a presidential candidate. The candidate with the highest total of political points in a state (the combined points for Media Exposure, Personal Campaigning, Domestic Issues, and International Issues) will win all of that state's electoral votes at the end of the game.

The candidate can affect the political situation in any state by committing some resource units to that state. When resources are committed, they have a multiplier effect on the category to which they are committed. For example, if the strength of media exposure in a given state is 15, and if 3 resource units are then committed to that category in this state, then the new Media Exposure strength in the state becomes 15x3, or 45. If a candidate commits more resources than the candidate has, this blunder automatically results in the election of the opponent.
The 50 states, plus the District of Columbia (abbreviated D.C.), have 538 electoral votes in all. At the end of the game, the candidate with the majority of these electoral votes (270 or more) wins the game. Elementary and up.
Requires Pet or 64. **Disk or Cassette 9.95**

Bluebook #COM-68034

OCEANS AND CONTINENTS **1248**
By George Sabato
Continents and oceans appear on the screen. The student works with problems that require the identification of each by name according to location. Questions missed are placed back into the pool of problems until all are answered correctly. Elementary level and up.
Requires Pet and 16K. **Disk or Cassette 14.95**

Bluebook #COM-68035

FACTS AND OPINIONS **1248**
Each problem in this program consists of a sentence that is either a statement of fact or a statement of opinion. The student must decide which it is. A steam engine race between the learner and the computer adds excitment to the exercise. Student performance is summarized. Elementary level and up.
Requires Pet or VIC-20. **Disk or Cassette 7.95**

Bluebook #COM-68036

ANCIENT CIVILIZATIONS **1248**
By George Sabato
This program gives students practice in identifying the geographical location of the following ancient civilizations: Mesopotamia, Egypt, Phoenicia, Greece, Rome, Ghana, Indus Valley, China, the Aztecs, Incas, and Maya. Problems are presented in random order on maps created on the screen. Questions missed are returned to the pool of problems in order to give the student an opportunity to answer all questions correctly. Elementary and up.
Requires Pet and 16K. **Disk or Cassette 14.95**

Bluebook #COM-68037

TRANSCONTINENTAL RAILROAD **1248**
Knowing when to ask the computer for historical information, when to answer questions about this period in American history, and when to use resource units for laying track, will determine whether the student can successfully build America's first transcontinental railroad (1862-1869). A game playing format with graphics is employed. Upper elementary and up. **Requires Pet and 16K.** **Disk or Cassette 9.95**

Bluebook #COM-68038

STATES-ARKANSAS **1141**
Two contestants are quizzed on state facts in a multiple choice format. When answers are incorrect, the opposing player is given a chance to answer the same question. Each program includes such information as the state capital, major cities, regional location, climate, landforms, natural resources, products, famous sons and daughters, and historical facts. We recommend this program for students in grades 4 and up.
Requires 16K Pet.

Bluebook #COM-68039

STATES-CALIFORNIA **1141**
Requires 16K Pet.

Bluebook #COM-68040

STATES-CONNECTICUT **1141**
Requires 16K Pet.

Bluebook #COM-68041

STATES-FLORIDA **1141**
Requires 16K Pet.

68000 • Social Studies

Bluebook #COM-68072

AWARENESS BRIDGE-POLITICAL GEOGRAPHY OF THE EARTH **1141**
Requires 16K Pet.

Bluebook #COM-68073

AWARENESS BRIDGE-HUMAN ECONOMIC AND DEMOGRAPHIC CONDITIONS **1141**
Requires 16K Pet.

Bluebook #COM-68074

AWARENESS BRIDGE-FLORA AND FAUNA OF THE EARTH **1141**
Requires 16K Pet.

Bluebook #COM-68075

FISH **1141**
This geography simulation puts the student in charge of operating a fishing trawler. A Teacher's Manual provides information upon which the teacher may base a unit about the fishing industry. Extensive program documentation is also included. We recommend this program for use in grades 6 and up.
Requires 16K Pet. **25.90**

Bluebook #COM-68076

STATES & CAPITALS **1200**
Practice with capitals and states. (Intermediate, Junior and Senior High, Adult Level)
Commodore-64 **9.95**

Bluebook #COM-68077

MAP DIRECTIONS 1 **1200**
Student determines what direction of four or eight the arrow points to. (Primary and Intermediate Level)
Commodore-64 **9.95**

Bluebook #COM-68078

MAP DIRECTIONS 2 **1200**
Student determines what direction correctly answers the given question. (Intermediate level).
Requires Commodore 64. **9.95**

Bluebook #COM-68079

LATITUDE/LONG. **1200**
Practice in determining latitude and longitude. (Intermediate and Junior High Level)
Commodore-64 **9.95**

Bluebook #COM-68080

EUROPE-CAPITALS **1200**
Practice in matching European countries and capitals. (Intermediate, Junior and Senior High, Adult Level)
Commodore-64 **9.95**

Bluebook #COM-68081

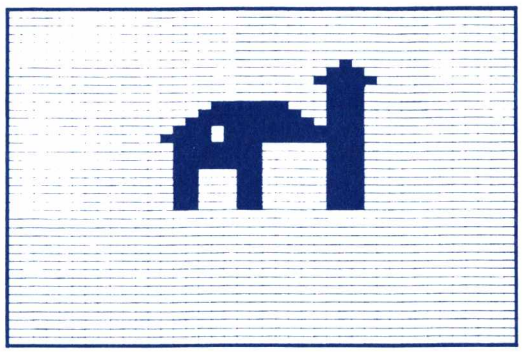
U.S. ROAD SIGNS **1200**
The definite pattern of traffic signs related to such things as their shape and color helps drivers become familiar with the "sign language" of our road systems. This is a tutorial lesson to learn these U.S. road signs. A review is presented at the end of each session, dependent upon how well the student has answered the questions. Graphics have been used throughout this program. (Intermediate, Junior and Senior High, Adult Level)
16K PET or Commodore-64 **9.95**

Bluebook #COM-68082

ROAD LINES AND INTERSECTIONS **1200**
Centerline striping, edge striping, and crosswalks are three types of pavement marking used to present problem situations for the concerned driver. Intersections, right of way, turns, and proper lane positions are some of the situations used. All of this is provided in a tutorial format for the driver (or driver to be) to get immediate feedback on how well he/she knows the necessary drivers education material. A summary is provided at the conclusion of the lesson. (Intermediate, Junior and Senior High, Adult Level)
16K PET or Commodore-64 **9.95**

Say You Saw It In The
Blue Book For The Commodore Computer

68000 • Social Studies



Bluebook #COM-68083

THE STATES GAME **1116**
This Land Is Yours. Blueberries in Maine, giant redwoods in California, peanuts in Georgia, Tacos in Texas. Each of our fifty states has its own personality, history and terrain. Learn hard facts while guessing the states from descriptive clues. Five different games, one to four players. Grades 4 and up.
• Game One - Game Five
Requires: 16K PET Disk or Cassette **60.00**

Bluebook #COM-68084

THE DECADES GAME-SERIES ONE **1116**
An Historical Dating Game. Those who don't know when the War of 1812 took place can become history buffs. Players learn historical data as they determine the dates of events in America's politics, economics, technology, science and art. There are five different games in each series. For one to four players. Grades 9 and up.
• Game One-Game Five
Requires: 16K PET Disk or Cassette **60.00**

Bluebook #COM-68085

THE DECADES GAME-SERIES TWO **1116**
• Game Six-Game Ten
Requires: 16K PET Disk or Cassette **60.00**

Bluebook #COM-68086

THE DECADES GAME-SERIES THREE **1116**
• Game Eleven-Game Fifteen
Requires: 16K PET Disk or Cassette **60.00**

Bluebook #COM-68087

INVENTIONS AND INVENTORS **1347**
A multi-player scrabble type game involving inventors and their inventions. You will be given points for each correct letter — incorrect answers give you zero points and you lose your turn. Grades 3-6. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-68088

TIC-TAC STATES **1347**
Players match states and their capitals to get on the game board. Varied levels of difficulty may be selected. Grades 3-6. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-68089

STATE CAPITALS **1347**
A capitals program with a different twist. Select one of seven geographic regions to work on. Each state quizzed will have a choice of three cities from that state. Grades 4-6. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-68090

NATIONS **1347**
A multi-player scrabble type game involving nations and their capitals. You will be given points for each correct letter — incorrect answers give you zero points and you lose your turn. Grades 5-6. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-68091

PRESIDENTS **1347**
Up to eight players compete to guess the letters of a President's name. Clues are given to assist in finding the correct answer. Successful guesses are rewarded with points and another turn for that player. Grades 3-6. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-68092

GEOGRAPHY SMASH **1347**
Identify cities, states, countries, and continents in this fast moving program. Level of difficulty selected determines response time allowed. A scale at the top of the screen keeps track of your progress. Grades 4-8. **Requires: Commodore 64 and DATASSETTE** **16.95**

Bluebook #COM-68093

ECOLOGY MODELING **1360**

A series of 6 programs written by T.D. Foster for computer assisted learning. Teachers and students can construct models, modify them, and conduct experiments using the simulations. Covers six different topics. Written in BASIC.

Requires Commodore Pet or VIC-20. **50.00**

71000 • Sports

Also See Related Categories: 36000 Games

Bluebook #COM-71000

HORSE RACE HANDICAPPING **530**

Calculate odds on horse races, with any computer using BASIC. The system was written and tested by computer experts and is now being made available to home computer owners.

This method is based on storing data from a large number of races on a high-speed, large-scale computer. Twenty three factors taken from the "Daily Racing Form" were analyzed by the computer to see how they influenced race results. From these 23 factors, ten were found to be the most vital in determining winners. The numerical probabilities of each of these ten factors were then computed and this forms the basis of this new program.

No prior handicapping experience is necessary. All you need to do is obtain the "Daily Racing Form" the day before the races and answer the ten questions about each horse. For instance, question number 3 asks you about speed rating for the horse. You will need to check the "Daily Racing Form" and answer the question for each horse. We have provided a Data Sheet for you to record the answers to all ten questions. After completing this, run the program and your computer will print out the odds for all horses in each race.

Requires PET/CBM, VIC-20, or Commodore 64. 24.95

Bluebook #COM-71001

GOLF **1123**

Two players can play 9 holes of golf with VIC. Test your skills!

Requires: VIC-20 **3.95**

Bluebook #COM-71002

ROUND ROBIN SCHEDULER **1200**

Your task of creating a Round Robin Schedule is now an easy one. With this program, as many as 38 teams in up to 10 rounds can be scheduled with home and away games balanced. You can enter your team names or you can let the computer assign names to the teams. The resulting schedule can be displayed on the screen or printer. Junior and Senior High, Adult Level.

Requires 16K Pet or Commodore 64. 19.95

Bluebook #COM-71003

GOLF SCORECARD **1279**

A database program to record the golfer, course played, or tournament name, date, score, and handicap. The program can be utilized by amateur or pro alike and may particularly be useful as part of tournament or club play.

Requires: VIC-20 or Commodore 64.

Cassette 16.95

72000 • Statistics

Also See Related Categories: 10000 Accounting
11000 Advanced Mathematics
17000 Business Management
24000 Data Base Management
33000 Financial
38000 Graphics

Bluebook #COM-72000

STAT **431**
[STATISTICS APPLICATIONS FOR TECHNICIANS]
A set of programs for performing a large portion of the most frequently used statistical inference methods. Data can be entered and stored on four different types of data files. These data files can be modified also. The statistical procedures available in the package include the following parametric inference procedures:
SUMMARY STATISTICS for each data file and date set, including the mean and standard deviation. CONFIDENCE INTERVALS for the following: (1) the mean of a normal population (both with and without the variance known), (2) the variance of a normal distribution (both with and without the mean known), (3) the parameter (mean time to failure) of an exponential distribution, (4) the parameter (proportion) of a binomial distribution, (5) the difference of two normal means (for various combinations of assumptions about the variances of the populations) and (6) for the ratio of two normal variances.TEST OF HYPOTHESES about (1) a normal mean, with various cases corresponding to possible assumptions about the variance, (2) the difference in two normal means (various cases) and (3) the ratio of two normal variances. TESTS OF THE EXPONENTIAL MEAN (mean time to failure) and RATIO OF MEANS. TESTS OF THE BINOMIAL PARAMETER (proportion) and DIFFERENCE OF PARAMETERS MULTIPLE REGRESSION, including estimation of coefficients, estimation of the error variance, and test of significance of the regression. ANALYSIS OF VARIANCE for one-way and balance two-way designs, including interaction. The software is user-friendly, allowing easy recovery from errors and selection of alternate analyses, as desired. The user's interaction is entirely menu driven, with error recovery features. An extensive user's manual introduces the statistical inference procedures used, and gives worked examples for each situation considered, illustrating typical applications. These worked examples serve as a pattern and allow the reader to check his use of the programs. The user's manual gives complete documentation of the programs and procedures used in the. All formulae, algorithms and procedures are listed and referenced to commonly available statistical literature. A notable feature of the package is inclusion of very efficient routines for the computation of probabilities and quantiles for the most common statistical distributions, including normal, binomial, chi-square, t and F. Thus the user is not required to furnish "tabular values" from outside sources when performing statistical analyses with this package.
32K with 4040/8050 drive 200.00

Bluebook #COM-72001

FACTORIALS AND THE COUNTING PRINCIPLE: **0307**
Enables the student to develop facility in dealing with factorial notation and solving problems involving the fundamental counting principles.
Specify PET/CBM or 64 **Disk 25.00**

Bluebook #COM-72002

PERMUTATIONS I **0307**
Enables the student to develop facility in solving permutation problems where objects may be used only once in an arrangement and no repetition.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-72003

PERMUTATIONS II **0307**
Enables the student to develop facility in solving permutation problems where objects may be used more than once (with repetition); circular permutation problems are also presented.
Specify PET/CBM or 64 **Disk 25.00**

72000 • Statistics

Bluebook #COM-72004

COMBINATIONS **0307**
Enables the student to develop facility in solving problems dealing with combinations. Problems involving combinations of different items taken any number of times are also considered.
Specify PET/CBM or 64. **Disk 25.00**

Bluebook #COM-72005

PERMUTATIONS AND COMBINATIONS **307**
Enables the student to develop facility in solving those problems in which both permutations and combinations must be taken into account.
Specify PET/CBM OR 64 Computer. **Disk 25.00**

Bluebook #COM-72006

PROBABILITY I **307**
Enables the student fo develop facility in solving elementary problems in probability.
Specify Pet/CBM or 64. **Disk 25.00**

Bluebook #COM-72007

PROBABILITY II **307**
The problems involve use of pemutations and combinations.
Specify Pet/CBM or 64. **Disk 25.00**

Bluebook #COM-72008

PROBABILITY III **307**
The problems involve independent events.
Specify PET/CBM OR 64 Computer. **Disk 25.00**

Bluebook #COM-72009

PROBABILITY IV **307**
The problems involve binomial probability, mathematical expectation, and mathematical odds.
Specify PET/CBM OR 64 Computer. **Disk 25.00**

Bluebook #COM-72010

MEAN/MODE/MEDIAN **307**
Enables the student to develop the facility to calculate the mean, mode, and median of randomly generated data sets.
Specify PET/CBM OR 64 Computer. **Disk 25.00**

Bluebook #COM-72011

RANGE/VARIANCE/STANDARD DEVIATION **307**
Enables the student to develop facility in determining the range, variance and standard deviation of randomly generated sets of data.
Specify PET/CBM OR 64 Computer. **Disk 25.00**

Bluebook #COM-72012

Z-SCORES AND STANDARD SCORES **307**
Enables the student to develop facility in determining Z-scores (the deviation from the mean in terms of the standard deviation) and standard scores (where the mean is 50 and the standard deviation is 10).
Specify PET/CBM OR 64 Computer. **Disk 25.00**

Bluebook #COM-72013

LINEAR PROGRAMMING **416**
A linear programming package using the simplex method. A maximum of 50 contraints and 50 variables can be used to minimize or maximize the objective function. Solves for regular variables, slack variables, surplus variables, and dual variables.
Requires: Commodore-64 **Disk 64K 25.00**

Bluebook #COM-72014

LINEAR REGRESSION **416**
Solves multiple linear, polynomial, exponential, & geometric regression. Output Includes: Coefficients, T-Statistics, F-Statistics, R2, Anova Table, Durbin Watson, and Residuals. Option for output to parallel printer exists.
Requires: Commodore-64 **Disk 64K 25.00**

Bluebook #COM-72015

STATISTICS SADISTICS **1279**
This program performs statistical analysis of input data including mean deviation, median variance, standard deviation, probable error, sum of squares, etc. Utilization of this program, whether you're a student or professional, may be of immense benefit to your project.
Requires: VIC-20 or Commodore 64.
Cassette 16.95

74000 • Tax

Also See Related Categories: 21000 Communications
22000 Computer Science
24000 Data Base Management
25000 Demonstration Programs
38000 Graphics
58000 Payroll
78000 Word Processing

Bluebook #COM-74000

TAXMAN-INCOME AND EXPENSER **1279**
The utilization of this program will build and maintain a file of your income and expenses. Create a file for income tax purposes by data building through your computer. By recording appropriate expenses, the deductions that you take will now be documented properly.
Requires: VIC-20 or Commodore 64, Printer Optional.
Cassette 15.95

76000 • Utilities

Also See Related Categories: 22000 Computer Science

Bluebook #COM-76000

CALC 431

[MACHINE SPEED "BASIC"]

CALC was designed to provide programmers of microcomputers with a portable language that combines the programming ease of the higher languages with the speed and flexibility of assembler programming. When possible, CALC makes direct use of the BASIC ROM machine language routines. Provides access to the power in the BASIC ROMs without the overhead of the BASIC interpreter. This includes floating point arithmetic and all library functions. In addition, we have added features that BASIC does not have. These include true integer arithmetic and machine speed string handling with search and replacement features. Can fetch and replace BASIC variables and arrays by name. The programmer indicates what is to be done using simple keyword commands, (ADD, MULT, SINE, etc.) and leaves all register set-up, bit-format and the like to CALC. The object code resulting from CALC programs is very compact and consists of direct calls to the BASIC ROMs or to the CALC runtime package. Comes in 4K or PROM containing a relocatable runtime package and a very complete trace Window feature for debugging CALC programs. Produces romable 6502 code that does not require the CALC development PROM to function. The professional can produce machine speed code in a fraction of the time required for ordinary ML development. CALC provides the beginning machine language programmer with the ability to cope with Floating Point operations and other mysteries of assembler programming from the first day. CALC operates in FLOATING POINT,INTEGER and STRING modes. The TRACE feature can be turned on and off within program code. Most commands are available in these seven address modes: Direct, Indirect, Next, Previous, Sum Index Basic Variable and BASIC array. Designed to be used with the MAE/MOSER MACRO ASSEMBLER (tape or disk versions).

Indicate 3.0 or 4.0 BASIC, 40 or 80 column screen and ROM sockets $9000, $A000 or $B000. 115.00

Bluebook #COM-76001

SORT 431

[MULTI-KEY MACHINE LANGUAGE SORT]

A 6502 machine language in-memory sorting algorithm of commercial quality. Most sorts are accomplished in less than a second and very large sorts take only a few seconds. The algorithm is a dimishing increment insertion sort, with optionally chosen increments. This algorithm has the advantage of being significantly faster (but not much slower) than more complicated ones. Moreover, unlike some of the more complicated algorithms, there are no conditions under which the performance of this sort degenerates or fails. SORT is intelligent to the degree that almost no user set-up operations are required. SORT handles integer, floating-point and string arrays, as well as multiple dimensioned arrays with equal ease. In addition, multi-key sorting of string arrays has been enabled. The user may specify the character within a string to begin sorting on and how many characters are to be evaluated. SORT is capable of performing up to twenty of these multi-key sub-sorts (on matches found) at the same time. This multi-level 20-key capacity for string arrays greatly increases the uses to which SORT can be put. SORT comes as part of a utility EPROM that also includes a hi-speed machine language text screen dump. Complete instruction for installation and use are included. There is very little set-up needed to access SORT from a BASIC program. Only the information SORT cannot figure out for itself is required from the user. The user may define up to twenty sub-sorts (on matches found) using locations 927-946 and 947-966. This allows the sort to be used like a mini-data base to pull out very specific information from string arrays.

Available for large-keyboard PETS Only. One ROM will work for BASIC 3.0 & 4.0, 40 or 80 column screens. Indicate which ROM socket address in PET you prefer EPROM [$9000, $A000 or $B000]. PET SORT EPROM at hex$9000 location if you do not specify.

55.00

Bluebook #COM-76002

VERSACALC **0701**

Tutorial utilities and file manager. This package has three different functions:

1. A Tutorial that shows you how to use a number of undocumented Visicalc features.
2. A set of Utilities that make it easy to write auto-executing Visicalc programs.
3. A File Manager, a set of programs operating on your Visicalc files to do things that you always wanted to do with Visicalc.

The Versicalc Tutorial is a programmed instruction oriented training program that runs with Visicalc. It explains a number of techniques that are not documented in your Visicalc manual while giving you the opportunity to experiment by entering data into Visicalc models that use the techniques. The three tutorials include:

- A Tutorial on Screen Overlay. This is what happens when you load one VisiCalc file while another is already on the screen. This technique can be used creatively to overcome memory limitations, revise sheets already stored on file, and in many other ways.
- A Tutorial on Conditional Testing.
- A Tutorial on Auto-Executing Visicalc Programs. It is possible to enter a string of Visicalc commands (even the ones that execute as you key them in) and save them to disk under a file name. This string of commands can be executed with as few as four key strokes whenever you want to. We have used this technique to create menu-driven VisiCalc programs, roll current month information in YTD fields, insert windows and move th cursor, provide the user with instructions, and more.

The Versacalc Utilities are a programmer's aid for the person who has learned how to create Auto Executing Visicalc programs. The Versacalc File Manager is a set of programs that allow you to do those things that you've always wanted to do with VisiCalc which are not supported in that program. The Versacalc File Manager:

- Allows you to sort your Visicalc files in ascending or decending order on label, value, or formula fields. The sort typically takes 5-10 minutes total and if formulas are moved, they are adjusted so they continue to work properly.
- Allows you to create a Visicalc program called Catalog. Anytime you want to caltalog your disk from within Visicalc you type /SL CATALOG.
- Allows you to step through your Visicalc disks one file at a time and Lock, Unlock, Print the Commands or Screens, or Delete them.

Requires : Commodore 2040 or 8050 **125.00**

Bluebook #COM-76003

PHOSFORM PROGRAMMER UTILITY FOR PASCAL **0946**

PhosForm is a programmer's utility which allows you to design, write and modify programs that use fill-in-the-form input. Consists of a screen editor and a set of screen input routines. The screen editor is used to custom design forms to fit individual needs. While you are designing PhosForm you can easily change the form headings and where and in which order the information is to be entered until you are satisfied with your creation. Also, as you design the form you see exactly what the user of your program will see on the terminal. To make it easier to document your program the screen editor will list on your printer a copy of the finished form. The screen input routines use the forms to read the information from the terminal. To use the PhosForm routines, all that is needed is the placement in your program of a few simple calls to the input routines. PhosForm is written so the person filling in the forms can make full use of their terminal features. PhosForm makes use of the p-System's terminal configuration file to automatically configure itself to any terminal that can be used with the p-System. This makes it possible to write portable programs that use fill-in-the-form input.

FEATURES:

- Easy to use. Easy design and modification of user interface through the PhosForm editor.
- PhosForm and applications are portable to any terminal.
- PhosForm editor allows listing of screen layouts and field names.
- Data conversions performed by PhosForm input routines.
- Preliminary data checking performed by PhosForm input routines.

Specifications: Terminal Required-any that will work with UCSD System Editor; Operating System-UCSD IV.0; Language-UCSD Pascal; Processor-Commodore; Number of fields in a screen-38; Length of field names 10 characters. **95.00**

Bluebook #COM-76004

FILEWRITER/FILEREADER **1123**

Write your own cassette tape data files using filewriter. Read any Cassette tape data file using filereader. Output to screen or printer.

Requires: Commodore 64 or VIC-20 **6.95**

Bluebook #COM-76005

C64 FILE **1123**
Multi-purpose file system including load, save, print, add, change, sort and delete commands! User defined labels. Printer routine. Manual and blank data tape included.
Requires: Commodore 64 **Cassette or Disk 9.95**

Bluebook #COM-76006

VIC FILE **1123**
Multi-purpose file system(tape or disk) including load, save, print, add, change, sort and delete commands. Expands to available memory automatically. Printer option. Manual included.
Requires VIC-20 and 3K Memory Expander.
Disk or Cassette 9.95

Bluebook #COM-76007

PET/CBM CROSS REFERENCE PROGRAM **1140**
Ideal for programmers at all levels of expertise, the program is similar to cross reference programs found on many larger computers, with several significant additions. Cross reference programs show program structure by displaying line numbers that are "GOTOed" or "GOSUBed" to from other lines in the program, and listing the line numbers in which different variables appear. The user simply enters the program name, the desired listing format (multi statement lines on separate lines, or all on one line), and the presence of special software commands (such as those used by SUPERKRAM). The program will first provide an attractive, formatted listing of the program, followed by a line number cross reference, a listing of the program, a variable cross reference, and finally, program optimization statistics. The line number cross reference handles GOTO, GOSUB, ONGOTO and ONGOSUB, and flags any unresolved branches (GOTO etc., a non-existing line number). The variable cross reference displays all variables, both scalar and dimensioned, as well as user-defined functions, sorted into alpha-numeric order. The statistics not only display the amount of code in the program, but the amount of RAM used by unneeded spaces, long variables and REMarks, in addition to other helpful data.
Requires any 32K PET and CBM, with the 4040 or 8050 disks, or Commodore 64 with 1450/1451 disks and any printer. **29.95**

Bluebook #COM-76008

SCREEN EDITOR VERSION 2.1 **1141**
Table driven screen editor for your program. Includes dollar formatting, default options, range & constant checking, numeric or string testing, date validation and formatting, and help messages that appear on the bottom of the screen.
Disk 79.95

Bluebook #COM-76009

SCREEN EDITOR VERSION 2.2 **1140**
Same as version 2.1 but includes running clock on screen. **Disk 89.95**

Bluebook #COM-76010

REMARK DELETER **1140**
Routine to remove remarks from your program.
Disk 19.95
Cassette 21.95

Bluebook #COM-76011

DISPEL [VER2.0] **1148**
Errors are displayed in context to give you an accurate picture of the material to correct. You make your corrections as Dispel processes the file rather than forcing you to do post corrections with an editor. Dispel provides you with on-line lookup of words while you are proofreading to aid you in quick corrections. The Dispel system includes a large starter dictionary and provides you with the tools to add words to this dictionary while you are proofreading. The system also allows you to make and load special dictionaries dependent on your needs. The compressed dictionary is held in memory at all times to speed word checking. Dispel will make a copy of your text as you proofread complete with any corrections you make. The system also maintains a special correction dictionary that remembers how previous corrections were made. If a misspelled word is detected again you may correct it with a single key stroke.
Specify computer. **Disk 125.00**

Bluebook #COM-76012

PDBASE **1148**

An entity relational data base for UCSD PASCAL systems. PDBASE is a complete tool for your data base needs. PDBASE has been designed to be useful to both the novice users as well as the more sophisticated analyst designing a major application data system. The PDBASE command interface or query language has been written to allow the user to retrieve information with simple English-like commands. The query language is supported both in the interactive mode and from procedure files. Complete input and/or report sequences can be present in procedure files within PDBASE to aid users who don't know how to set up a data base. The procedure language supports an unlimited number of working variable/registers which may be used in conditional expressions. The procedure language also provides for variable assignment, conditional sequence control, formatted screen input and display, and relation access and update. These procedure files are supported both at the individual user level and system wide from the MASTER user account. To compliment the procedure files PDBASE provides formatted screens from which or to which data can be retrieved or displayed. It will be possible to write many if not most applications in the English-like language of the procedure system without ever writing one line of PASCAL code. PDBASE provides for both data security and data integrity. The data integrity is checked frequently to both inform the user of potential problems and prevent any inconsistencies from destroying other data. Should any problems be created, say by a power failure or other events, tools are provided for automatic reconstruction of the systems link files and other vital structures. Data security is provided through several means. First, to access the data base each user must log-on the system with a password giving that user a unique set of files and assigning a security level. This security level allows hierarchical access to 9 levels of data at the field level and additionally allows hierarchical access to the commands. Another important fact is that all data fields stored in PDBASE are of variable length. Thus if a field was defined to have 100 characters and there is a 10 character value stored, only 10 characters of memory will be used. This allows maximum use of both memory and disk space while still allowing fast access to individual records through a hashing technique. The number of fields per record is limited by the 32767 characters/record limit. Feilds within records, including the primary key, are limited by this same constraint providing the versatility needed in a true data base. A unit interface is available for application programs written in UCSD PASCAL. The interface has routines to create a new relation file, define that relation, open relations, fetch a record from a relation (either by primary key or any secondary field), fetch the next record from a relation, purge a record from a relation, enter/replace a record in a relations, and close a relation.

Specify computer

375.00

Bluebook #COM-76013

INTELLECT-UL LISP [VER. 2.0] **1148**

Bring all the power of LISP to your UCSD PASCAL system without sacrificing your current software. Originally developed at the Massachusetts Institute of Technology in the early 1960's LISP has become the primary tool in Artificial Intelligence work. LISP is the most widely used language for such fields as robotics, natural language systems, medical diagnosis, theorem proving and game theory.FEATURES: INTELLECT-UL has over 80 basic LISP functions allowing the user to do most applications without writing other support routines. Included on the release disk are other auxiliary LISP functions written in LISP. Memory management is handled within the LISP system to recover any space not currently being used and returns it to the user. INTELLECT-UL was developed with University of Texas LISP as a guideline and includes approximately 70 percent of that system. University of Texas LISP runs on large computer systems and is widely used giving access to other applications. Debugging is facilitated by the features and interpretive nature of INTELLECT-UL. The TRACE and UNTRACE facilities allow the user to trace any LISP function during execution by printing the arguments of the functions each time it is entered and the value of the function each time it returns. Error recover/diagnosis can be controlled by the ERRORSET functions, allowing the user to trap and handle an error where it occured. INTELLECT-UL automatically allocates the maximum available memory and partitions it into FREE, FULL and STACK space. These percentages may be changed by the user to allow customization for particular program needs. Many human engineering features have been included for ease of use. These consist of an abbreviated form of the function QUOTE:''program initialization with SYSIN, CAR and CDR extensions to allow up to 14A's and D's within C.R. expressions and others. LISP was originally designed as a recursive list processing language. It has since been found that its program and data structure can be readily adapted to a wide range of applications because of the strong consistency between LISP functions and data and the flexibility of list-type data structures. Strong theoretical programming practices such as data driven and self-producing programs, can be naturally implemented. And through LISP's interpretive nature, the above practices can be

executed at run time. Debugging is also facilitated within this type of environment. Capabilities of the system include tracing any LISP functions, arguments and results during runtime, error trapping, and dynamic runtime error recovery.
Specify computer. **Disk 125.00**

Bluebook #COM-76014

VIC FORTH **1243**
By Tom Zimmer
A powerful language for those who want to go beyond BASIC programming. It is a nearly complete implementation of the "FORTH INTEREST GROUP" version of FORTH. An interactive language that is very memory efficient and much faster than BASIC, yet easier to use than assembly language. One of its most exciting, avant garde features is the ability to define your own words. Names for your words may be up to 31 characters, unlike BASIC, which supports only 2. Comes with a full-screen editor that has 16 lines of 64 characters each (standard FORTH screen), using a horizontal scrolling window. Full VIC sound and color capabilities are built in.**VIC FORTH will run in a standard VIC, although extra memory is recommended. Up to 24K additional bytes of memory can be automatically used in VIC FORTH.** **Cartridge 59.95**

Bluebook #COM-76015

HESMON **1243**
By Terry Peterson
Allows serious program development on the VIC-20. A 6502 machine language monitor, with a mini-assembler that is indispensible for all assembly language programmers. It provides 30 easy-to-use commands, each completely explained with one or more examples in the user guide.

FEATURES:
- Forward and reverse scrolling of disassemble and hex & ASCII memory dump displays.
- Soft recovery from programming errors in full-speed execution mode.
- Complete compatibility with BASIC (no need to protect zero-page)
- Memory test (specifically identifies the faulty chip)
- Printer dump of current screen image
- Optional diversion of all output to printer or disk.

Requires VIC-20. **Cartridge 39.95**

Bluebook #COM-76016

6502/6510 PROFESSIONAL DEVELOPMENT SYSTEM **1243**
A cassette based assembler package offering a one or two-pass assembler that uses standard MOS mnemonics and operand formats.
Requires Commodore 64. **Cassette 29.95**

Bluebook #COM-76017

64 FORTH **1243**
An adaptation of the 'FORTH Interest Group' (fig) version of FORTH for the Commodore 64. 64 comes with a full-screen editor using a horizontal scrolling window. **Requires Commodore 64.** **59.95**

Bluebook #COM-76018

HESMON 64 **1243**
An adaptation of the popular HESMON cartridge for the Commodore 64. HESMON is a 6502/6510 machine language monitor, with a mini-assembler, that is indespensible for all assembly language programmers.
Requires Commodore 64. **39.95**

Bluebook #COM-76019

WRITING MACHINE LANGUAGE QUIPS **1141**
This interactive teaching format progresses from an understanding of basic to the ability to write short machine language routines.
Requires 16K Pet.

Bluebook #COM-76020

SYSRES RESIDENT PROGRAM MANIPULATION SYSTEM **674**
Fast up/down scrolling which works. Advanced repeat key routine. Redefine any or all keys as any keyword (full or short form) or as any string up to 255 characters long. Auto line numbering which can feed a string of up to 127 characters as well. Extended DOS support (requires 2A or greater). Never enter another file name. All file commands work from the directory. Supports multiple disk drives. List Basic programs, sequential and relative files without loading them into memory. True Program Merge (overlay) supports subroutine libraries. Load and run machine language programs with parameter passing. Supports multiple printers. Automatic printer output with paging plus formatted listings with full ASCII code conversion including

cursor control and special characters for non-CBM printers. Edit text files and assembler source code without leaving Basic. Renumber part of a program or even change the order of lines. Over 700 Find/change commands including variable names (A$ will not match BA$), pattern matching with 'wild-cards', and even commands to remove spaces and REM's! Three Trace modes including trace variables. Does not affect Basic program operation. One Auto-Boot Disk works for All Pet or CBM computers (Basic 2.0 or greater with at least 16K of RAM). Requires no ROM space or extra boards, so you can take it with you if you want to use another computer. It may be put above the screen if you have RAM there. It boots automatically without disturbing any program in RAM.

Please specify disk drive model when ordering.

Disk and Manual 115.00

Bluebook #COM-76021

6502 PROFESSIONAL DEVELOPMENT SYSTEM 1243

A cassette based assembler package offering a one or two-pass 6502 assembler that uses standard MOS mnumonics and operand functions. **Requires VIC-20.**

Bluebook #COM-76022

PRINT MY PROGRAM 1279

This short utility program permits a screen dump to printer of all programs. Save what you want for permanent recordings.

Requires VIC-20 or Commodore 64, Printer Optional.

Cassette 16.95

Bluebook #COM-76023

LIGHTNING SORT 1279

A utility program to quickly sort either numbers or words in numerical or alphabetical order respectively. Easily adaptable as a subroutine in your program with appropriate instructions provided. Great for alphabetizing a mail list or similar data list.

Requires: VIC-20 or Commodore 64.

Cassette 14.95

Bluebook #COM-76024

LOGO 1343

Commodore has contracted with the original authors of this favorite graphics language to put it on the Commodore 64. The adaptation will be complete and similar to the Apple LOGO by Terrapin, Inc., plus extensions that really show off the power of the sprite graphics on our machine. FEATURES:

- Graphics definition and movement
- Text display
- Multi-level graphic character display
- Easy-to-use instructions, and uses the Commodore defined keyboard for screen editing

Requires: Commodore 64, 1541 Disk Drive 99.95

Bluebook #COM-76025

COMMODORE PILOT 64 1343

PILOT is an interpretive Computer Assisted Instructional (CAI) language designed for educators. It provides educators with a superior instructional tool. With PILOT, educators can create (write) their own educational software which combines fun, entertainment, and learning.

Programs written in common pilot can be run with PILOT for the Commodore 64 without any conversions plus it fully utilizes the unique features of the Commodore 64. These features include the ability to:

- Define your own characters
- Create colorful, movable objects called sprites
- Create music and a variety of sound effects

Requires: Commodore 64, 1541 Disk Drive 99.95

Bluebook #COM-76026

BONUS PACK 1343

A programming tool that allows the user/programmer to design application programs using a full featured screen editor. FEATURES:

- Takes care of data field definition and editing
- Positions the cursor from field to field, forwards and backwards
- Allows the fast and effective design of the screen
- A very useful programming tool for the person who is serious about creating professional software

Requires: Commodore 64, 1541 Disk Drive, and DATASSETTE

Disk 49.95

Cassette 49.95

Bluebook #COM-76027

ASSEMBLER 64 1343

Allows the experienced user to write software in Assembly language. Allows the total extraction of the machine power and function while developing applications that run at maximum speed. The package contains the assembler itself, two machine code monitors, editor, DOS wedge, and two loaders. This product is not intended to teach the user how to program in Assembly language. **Requires: Commodore 64, 1541 Disk Drive 49.95**

Bluebook #COM-76028

PET EMULATOR **1343**

An emulator that will allow a high percentage of the existing PET software to be executed on the Commodore 64. FEATURES:

- The ability to recapture the tremendous amount of software written in BASIC that has been generated on the PET product, especially in the educational area.
- Effective translation of an existing program to run on a completely different machine. The effort to create this emulator displays our intention to have everyone benefit from existing software.

Requires: Commodore 64, 1541 Disk Drive **29.95**

Bluebook #COM-76029

COMMODORE 64 DOS WEDGE **1343**

Allows the user, in direct mode or from within program mode, to easily utilize the disk as a storage device. Supports such commands as Load, Save, and Directory in short format from the keyboard. Allows the user a dynamic short cut around protocol restraints of BASIC in the Commodore 64. **Requires: Commodore 64 and 1541 Disk Drive**

Bluebook #COM-76030

SIMON'S BASIC **1343**

An extended BASIC that makes using all of the Commodore 64 features easy. Define sprites, draw shapes, and write music programs. This program will add over 100 new commands and can be used by anyone who has a serious interest in any one or more of the many features available in this machine. **Requires: Commodore 64** **79.95**

Bluebook #COM-76031

SPRITE DESIGN/EDIT PACKAGE **1346**

Design and edit multicolor and single color sprites with the Sprite Design/Edit Package.

SPRITEWRITER-MC (multicolor) - DESIGN MODE: Full screen design grid. Pixels are accessed by entering draw, move or delete modes. Then just use the cursor control keys. Cursor changes shape and color when color change is requested. Includes other user friendly features and many error detection and option checks.

DISPLAY MODE: After display, the three sprite colors may be manipulated as well as the background color. The sprite may be scaled in either X or Y directions.

SPRITEWRITER (single color) - Single pixel resolution design. Same control as "Spritewriter-MC" (scale X and Y, sprite color and background).

STORAGE: Sprite definition may be stored on tape or disk (1541 disk drive, no ROM update needed for 1540 disk drive) and recalled for further design/edit.

DATASPRITE - Generates basic DATA statements fromt the sprite file. (May be appended to a program with append procedure supplied.)

TESTSPRITE - Enables user to display up to eight sprites (multicolor). Choose X,Y coordinates. Change sprite XY scale, color of sprites, and background. Also included are three example sprite files, two multicolor and one single color.

Requires: Commodore 64, 1541 Disk Drive **24.95**

Bluebook #COM-76032

TINY BASIC COMPILER **355**

Brings you the high-speed advantages of a compiled language at a very modest cost. The Compiler dosen't support all of the commands of the built-in BASIC interpreter. But unlike other "tiny BASIC" compilers which support integer-only arithmetic, our Tiny Basic Compiler supports the complete floating point math and function package of Commodore Basic. It executes these operations at machine language speed — so your compiled math problems will execute 3 to 15 times faster than the same interpreted version.

It supports: IF, THEN, END, INPUT GOSUB, GOTO, LET, PRINT, REM, RETURN, STOP, USR, PEEK and 100 percent of the floating point mathematics and functions. Variable names are A-Z. Written in BASIC, it is easily modifiable by the user. Generates pure 6502 machine relocatable code. Variables and code are relocatable.

You may test your programs using the BASIC interpreter before compiling it. Compiled code is written to either cassette or disk. Once compiled, it needn't be compiled again. Simply load the compiled code into your micro for execution.

The compiler produces a commented listing of equivalent 6502 code onto either your screen or printer. The Commodore 64 compiler comes with listing capability if desired. **Requires: Commodore 64 and 1541 Disk Drive or Datassettes** **Disk 22.95**
Cassette 19.95

Bluebook #COM-76033

VANILLA PILOT **439**

A plain vanilla version of the Pilot computer language. The language includes a set of powerful additions to the resident editor in the computer. It is a full-featured Pilot language including Turtle Graphics.

The Vanilla Pilot editor is used in conjunction with the screen editor of the computer. The editor adds a number of features which will permit easy program entry and debugging. It has nineteen commands

including FIND/CHANGE, TRACE, and convenient disk and cassette input/output commands. The TRACE command will list the Pilot statement currently being executed in a line at the top of the screen. The disk LOAD command features an append option. The disk SAVE command includes a partial save. RUN
an option to load a program from disk and begin execution.
A special feature of the interpreter section is a full Turtle Graphics package. With this, the user can control the turtle's direction and place the pen up or down. The pen can be set to any one of the sixteen screen colors available. The turtle can draw lines and turn to the left or right.
Another section of the interpreter has a multi-featured screen command. With this screen command you can perform any of the cursor movements or switch between upper case/graphics and upper/lower case screen displays. In addition, you can set line spacing to single or double space on the screen displays. Or, you can reverse the entire screen for dark characters on a light background.
The manual which accompanies Vanilla Pilot was written by experienced educators and was carefully designed for clarity and easy reading. It is fully illustrated and contains a number of programming examples. There also is an appendix with all of the statements and commands clearly documented so that an experienced programmer can immediately begin using Pilot. **Requires: Commodore 64, 1541 Disk Drive**
29.95

Bluebook #COM-76034

FILE SAFE **1351**
Need to protect confidential client or other privileged information from prying eyes? File safe scrambles text and programs to help protect your secrets. Encrypt files with a secret password, decrypt for updates. Especially useful if you work in a shared environment where lots of folks have a chance to compromise your files.
Workbook tells how to protect Electronic Mail, Source & CompuServe Files as well as Corvus and other Networking schemes. **Requires: Commodore 64 or VIC-20. Disk version includes cassette version and workbook** **49.00**

Bluebook #COM-76035

BILL'S TOOL BOX **1360**
A series of 12 utilities for your home computer. Most are debugged but are offered for experimental purposes only. Most require programming knowledge and experience with computer circuitry design. **Requires Commodore Pet or 64.** **Disk 150.00**

Bluebook #COM-76036

DEVELOP-64 GAME PROGRAMMER's TOOLKIT **1361**
By Don French
Five powerful software development tools for the Commodore 64.
DECODER - Turns machine language programs (like game cartridges, utility cartridges or even the VIC's own operating programs) into an English-like language (Assembly) you can understand. Produces listings to screen, printer and cassette. Programs produced can be improved, customized or studied to see how they were written.
EDITOR - Used to create or modify assembly language programs, accepts the output from the decoder as input. Enables you to make, save and update Assembly language programs.
ASSEMBLER - Converts Assembly language back into machine language. Lets you use labels and complex address expressions in your programs. Saves the machine language output on tape. Described by Jim Butterfield of COMPUTE magazine as a 'remarkable feat'. Given a four-star review by Gregory Yob of Creative Computing. Called "elegant" by Jim Strasma of Midnite Software Gazette/The Paper.
LOADER - Loads the programs created and saved with the other tools. Also lets you save machine language programs onto tape so they may be loadable with usual "LOAD" command.
MONITOR - Lets you single-step through your program one instruction at a time, displaying all the registers and status bits. Memory display and modify made easy. Bypass any instruction with ease. **Requires: Commodore 64**
Disk or Cassette 54.95

Bluebook #COM-76037

DEVELOP-20 GAME PROGRAMMER'S TOOLKIT **1361**
By Don French
Five powerful software development tools for the VIC-20.
See Bluebook #COM-76036 for description.
Requires VIC-20. **Disk or Cassette 49.95**

78000 • Word Processing

Also See Related Categories: 24000 Data Base Management
50000 Mailing Lists

Bluebook #COM-78000

WORD WIZZARD [WORD PROCESSOR] **1047**

Standard word processing features such as; enter text, edit, print, and save have been enhanced to incorporate extensive power and flexibility, while keeping the cost at a price all can afford. Now everyone from students to business executives can produce professional letters and documents with less work, at a fraction of the time it would take using an ordinary typewriter.

FEATURES:

EASY TO OPERATE - By using standard VIC-20 commands, there is no need to learn new operations. Start using the WORD WIZARD program immediately.

ALL MACHINE LANGUAGE - Is written entirely in machine language for fast operation.

ADVANCED FEATURES - Commands such as Search for word, Delete word, Insert Word, and the ability to retrieve text after it has been mistakenly deleted.

PAGE LAYOUT COMMANDS - Adjust your document with: Top/Bottom Margin, Left Margin, Text width, Auto text Centering, Justification, and line spacing commands.

FLEXIBLE PRINT ROUTINES - Use the VIC printer or any centronics compatible printer from the I/O port. Embedded commands inside your document can control your printer. Print all or part of any document.

UNIQUE CURSOR CONTROL - Optionally, by using the using the VIC Joystick, the user may roll up, down, left, or right to review the entire document.

APPEND ANY TEXT - Previously saved text may be appended to the current file for form letter generation.

TAPE OR DISK STORAGE - Save your finished work on either tape or disk.

Requires an 8K memory cartridge, expandable to 24K; VIC-20 **34.95**

Bluebook #COM-78001

THE FINAL WORD! **1089**
[WORD PROCESSING SOFTWARE PACKAGE]

The Final Word can do every word processing task imaginable...from letters, envelopes, and memos to contracts, legal documents, bid specification, reports and manuscripts. Designed for you to start immediately. As an introduction to word processing, there are step-by-step instructions and lessons that progress from a basic business letter to a complex technical report. And, help is always at your fingertips with a variety of menus to guide you through the various word processing tasks. For the advanced user, there's a detailed program guide and directions for tailoring The Final Word to meet your requirements. It's easily reconfigured if you switch, or add, terminals and printers. And, for programmers and system integrators, there's a program logic manual and source code (written in C) so that The Final Word can be customized for specific needs.

- Four-way cursor movement
- Global search and replace
- True proportional spacing
- Word wraparound
- Video highlighting
- Block moves and deletes
- Help key and menus
- Right margin justification
- Bold facing and underscoring
- Subscripts and superscripts
- Automatic centering

SCREEN-ORIENTED: Work can be displayed exactly as it will appear on the printed page.

ENHANCED COMMAND SETS: Entire sentences, paragraphs and sections can be moved or reorganized in addition to the usual characters, words and lines. Minimum keyboard operations: Most common functions require just one keystroke, substantially increasing work speed. User-defined commands: Arrow and special function keys can be configured to personal needs with the easy-to-use configuration program. Deletion recovery: Information that is accidentally deleted can be recovered with a single keystroke. Advanced formatting: Chapters and sections are automatically numbered and entered into a table of contents. Plus, material can be saved and back-referenced by chapter, section or page. Simultaneous printing and editing: You can display and edit one document while printing out another. There is no need to wait for your printer to finish. Display and edit multiple files simultaneously: Lets you edit, or review,

several files at once. You can move information from one document to another, change a part (or all) in some and not in others, and see it all happening on the screen. Automatic footnotes: Puts your footnotes on the same page as they are referenced. Supports all printers: Can automatically reformat according to the requirements of different printers. You can produce high-speed drafts on one type printer and/or letter quality on another. State-save: Lets you stop anywhere in a document, use your computer for another application, and return to the The Final Word with your document exactly as you left it. You never need to waste time reading files in and out of your word processor. Crash recovery: Retains your text if power is accidentally disconnected or cut-off. When the power comes back, so will your text. . . exactly as it was.
System Requirements: Requires 56K,CP/M, and any video terminal with cursor positioning character sequences. Will work on any printer.

Bluebook #COM-78002

HES WRITER **1243**
By Jerry Bailey
A time-saving word processing tool. Now you can produce professional-quality letters, memos and manuscripts. HES WRITER eliminates tedious re-typing and editing. You simply format your document on the VIC screen, then output it to a VIC 1515 or IEEE compatible printer. Includes features such as full-screen editing plus word wraparound, justification, centering, page headers and page numbering. Delete, copy and move can be performed on a single line or range of lines.
Requires VIC-20. **Cartridge 39.95**

Bluebook #COM-78003

HESWRITER 64 **1243**
A sophisticated time-saving word processor based upon the unique HESWRITER. Includes full screen editing, justification, centering, page headers and page numbering. Compatible with all Commodore printers or any IEEE compatible printer.
Requires Commodore 64. **44.95**

Bluebook #COM-78004

EASYSCRIPT 64 **1343**
Provides the user with all of the options of much larger products, like Wordcraft and WordPro, and even more. This product actually allows the Commodore 64 user to get into the wordprocessing market and compete with comparable products at half the price. FEATURES:
- Text width from 40 to 240 columns
- Interface to different printers
- Total and complete cursor movement
- Function keys for frequently used options
- Vertical and horizontal tabs
- Range selection for text movement options
- Search and replace
- Output to printer, disk, "fill" files
- Scroll left, right, up, and down
- Supports user defined characters
- Underline, bold, shadow, super/subscript on supported printers
- Right margin justification or alignment

Requires: Commodore 64, 1541 Disk Drive **99.95**

Bluebook #COM-78005

THE WORD MACHINE **1343**
Designed as an entry level product for the home. It is perfect for jotting down a note to the kids, letters to friends and so on. FEATURES:
- Simple, easy-to-understand menu options
- Allows overtype, insert, and delete of text in an easy to understand "building block" approach
- Three print formats—draft, informal, and formal
- Will generate personalized form letters via a link to Commodore Name Machine, its companion program

Requires: Commodore 64 and 1541 Disk Drive **29.95**
[Includes Name Machine Program]

Bluebook #COM-78006

TOTL.TEXT **1344**
A complete word processing program which allows you to create and format professional looking documents, including research papers with footnotes, form letters with keyboard input, and columnar reports. There is no limit to the length of a document since it may be created in sections, saved, then printed in sequence.
FEATURES:
- Page numbering
- Paragraph control
- Right and left margin control
- Skip to top of page
- Single, double, or triple spacing
- Centered title lines
- Tab position control
- Character and line spacing
- Upper and/or lower case
- Use of graphic characters
- Full screen editing
- Full cursor control while editing
- Scroll up and down through text
- Add, change, and delete characters
- Insert and delete blocks of text

78000 • Word Processing

- Specify device number of printer
- Up to four heading lines per page
- Footing line at bottom of every page
- Footnotes
- Keyboard form-letter input — up to six 80-column lines
- Special characters for printer
- Right margin justification
- Print from memory or input device
- Logic for RS-232 printer

Requires: Commodore 64, 1541 Disk Drive or DATASSETTE, 1525 printer or RS-232 printer 35.00

several files at once. You can move information from one document to another, change a part (or all) in some and not in others, and see it all happening on the screen. Automatic footnotes: Puts your footnotes on the same page as they are referenced. Supports all printers: Can automatically reformat according to the requirements of different printers. You can produce high-speed drafts on one type printer and/or letter quality on another. State-save: Lets you stop anywhere in a document, use your computer for another application, and return to the The Final Word with your document exactly as you left it. You never need to waste time reading files in and out of your word processor. Crash recovery: Retains your text if power is accidentally disconnected or cut-off. When the power comes back, so will your text...exactly as it was.
System Requirements: Requires 56K,CP/M, and any video terminal with cursor positioning character sequences. Will work on any printer.

Bluebook #COM-78002

HES WRITER **1243**
By Jerry Bailey
A time-saving word processing tool. Now you can produce professional-quality letters, memos and manuscripts. HES WRITER eliminates tedious re-typing and editing. You simply format your document on the VIC screen, then output it to a VIC 1515 or IEEE compatible printer. Includes features such as full-screen editing plus word wraparound, justification, centering, page headers and page numbering. Delete, copy and move can be performed on a single line or range of lines.
Requires VIC-20. **Cartridge 39.95**

Bluebook #COM-78003

HESWRITER 64 **1243**
A sophisticated time-saving word processor based upon the unique HESWRITER. Includes full screen editing, justification, centering, page headers and page numbering. Compatible with all Commodore printers or any IEEE compatible printer.
Requires Commodore 64. **44.95**

Bluebook #COM-78004

EASYSCRIPT 64 **1343**
Provides the user with all of the options of much larger products, like Wordcraft and WordPro, and even more. This product actually allows the Commodore 64 user to get into the wordprocessing market and compete with comparable products at half the price. FEATURES:
- Text width from 40 to 240 columns
- Interface to different printers
- Total and complete cursor movement
- Function keys for frequently used options
- Vertical and horizontal tabs
- Range selection for text movement options
- Search and replace
- Output to printer, disk, "fill" files
- Scroll left, right, up, and down
- Supports user defined characters
- Underline, bold, shadow, super/subscript on supported printers
- Right margin justification or alignment

Requires: Commodore 64, 1541 Disk Drive **99.95**

Bluebook #COM-78005

THE WORD MACHINE **1343**
Designed as an entry level product for the home. It is perfect for jotting down a note to the kids, letters to friends and so on. FEATURES:
- Simple, easy-to-understand menu options
- Allows overtype, insert, and delete of text in an easy to understand "building block" approach
- Three print formats—draft, informal, and formal
- Will generate personalized form letters via a link to Commodore Name Machine, its companion program

Requires: Commodore 64 and 1541 Disk Drive **29.95**
[Includes Name Machine Program]

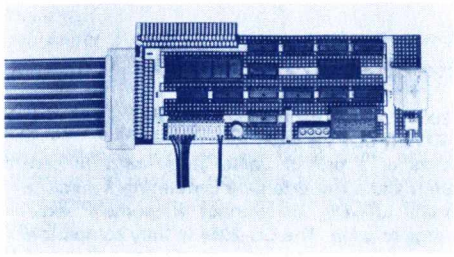
Bluebook #COM-78006

TOTL.TEXT **1344**
A complete word processing program which allows you to create and format professional looking documents, including research papers with footnotes, form letters with keyboard input, and columnar reports. There is no limit to the length of a document since it may be created in sections, saved, then printed in sequence.
FEATURES:
- Page numbering
- Paragraph control
- Right and left margin control
- Skip to top of page
- Single, double, or triple spacing
- Centered title lines
- Tab position control
- Character and line spacing
- Upper and/or lower case
- Use of graphic characters
- Full screen editing
- Full cursor control while editing
- Scroll up and down through text
- Add, change, and delete characters
- Insert and delete blocks of text

78000 • Word Processing

- Specify device number of printer
- Up to four heading lines per page
- Footing line at bottom of every page
- Footnotes
- Keyboard form-letter input — up to six 80-column lines
- Special characters for printer
- Right margin justification
- Print from memory or input device
- Logic for RS-232 printer

Requires: Commodore 64, 1541 Disk Drive or DATASSETTE, 1525 printer or RS-232 printer **35.00**

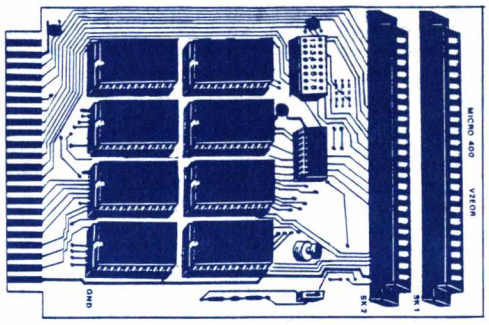


Bluebook #COM-80000

#4609 PERIPHERAL INTERFACE BOARD **1130**
Allows easy interface construction for Commodore Microcomputers. The #4609 is compatible with the Commodore PET unit provided an adapter unit called "Expandamen" (formerly "Expandapet") has been installed in it. The boards have provisions for three additional types of input/output connectors, extended board area and dual heavy-duty power buses between the DIP IC leads for easy, short bus connections. The Model 4609 is designed for construction of special control, communications, peripheral or memory interface circuits using the growing number of support devices from major semiconductor manufacturers. It also serves for breadboarding experimental circuits. Three connectors, in addition to the standard 25/50 system bus, are available for input/output. A 20/40-contact card-edge connector, fabricated on the rear of the board, mates with a 3-M type ribbon connector. Alternatively, a right-angle solder-tail header may be positioned in this same location. The Model 4609 also accommodates the miniature SIP-type connectors which may be positioned in this same location. The Model 4609 also accommodates the miniature SIP-type connectors which may be placed on the periphery or in mid-board. Fabricated of 0.062-inch -thick expoxy-glass-composit material, the 2.75-inch high by 7.7-inch long board has an extra 1.9 square inch area which takes advantage of unused space in the Commodore PET enclosure. The unclad area serves for mounting relays, switches, indicators, terminals, or other discrete devices. Holes of 0.042-inch diameter, located on 0.1-inch centers, permit convenient mounting of 14-to-40 pin DIPs or DIP sockets. Two-hole pads are located at each DIP-pin position. One allows tack soldering for component mounting. The second hole accommodates wrapped-wire pins or three 26-guage wires for interconnections. Heavy-duty buses, on the wiring side, allow convenient power connections using either wrapped-wire or soldered connections. A third unconnected bus, on the component side, may be used at the designer's discretion. Cladding is 2 ounce (.0027-inch) copper with solder plating on the power bus and gold-flashed nickel-plate on the edge connectors. **25.07**

Bluebook #COM-80001

HESCARD 20 **1243**
An expansion board for the VIC-20. Features five switchable slots as well as a reset button. VIC owners can now expand their computer to 32K as well as add extra memory to any of the HES utility cartridges. **Requires VIC-20** **29.95**



Bluebook #COM-80002

EXPAND-O-RAM **1248**
A multifunction memory expansion and slot expansion board. Since the VIC-20 comes with only about 3.5K of

memory, and many software packages require additional memory, this is probably one of the first accessories that the VIC-20 owner will need. Another needed item is the ability to install more than one item into the expansion slot. EXPAND-O-RAM provides 2 switch selectable slots to double the capacity of your computer. In addition to these important features, a RESET button has been provided to allow you to regain control of a "hung" or unstoppable program without having to turn off the power and lose all internal data. A bank of mini-switches control memory addressing on the board so that you can use EXPAND-O-RAM as a useful tool for cartridge development and debugging. A write protect function is even provided so that you can simulate a ROM environment or investigate a previously programmed ROM Cartridge Pack.

Features:

- 16K of additional memory for a total of almost 20K for your VIC
- Compatability with additional memory and game cartridges.
- Two additional switch selectable slots.
- Reset switch for warm starts (eliminates need to turn off VIC)
- Slide switch for easy selection of cartridges or memory packs.
- Switch selectable memory map selections of the 16K memory.
- Use as a program and cartridge development tool.
- Write protection of memory area for cartridge simulation and investigation. **119.00**

Bluebook #COM-80003

PARALLEL PRINTER INTERFACE **584**

Will provide the essential link between your computer and virtually any printer with a standard type Centronics Interface and connector. It plugs into the USER Port of the computer and comes with an easy to implement printer driver software listing. It is fully buffered to insure complete protection of the computer. **19.95**

Bluebook #COM-80004

THE CONNECTION [PRINTER INTERFACE] **584**

A fully intelligent device that plugs into the disk (serial) socket just like the standard Commodore Printer. It can easily be assigned any device number and it is daisy-chained to other devices that may be plugged into your VIC-20 or CBM64. Using state of the art technology, this paralled interface will display graphically or convert the special symbols to their equivalent representations in clear text. This interface also offers a buffer (almost 2K), a printer reset switch, and a complete self test mode. Two LED indicators display status and buffer condition. This interface will allow virtually total emulation of the Commodore Printer. There are even additional features such as skip over perf, margin set, and set length of line. This interface is printer specific to take full advantage of graphics, special print, and other items that apply individually to your printer. This interface is designed to work with virtually all Centronics Compatable Printers with a standard Centronics connector.

Available for the VIC-20 and CBM64. Specify your printer when ordering. **119.00**

Bluebook #COM-80005

CC-2064 PARALLEL PRINTER CABLE & DRIVER SOFTWARE **1326**

Consists of a printer cable (edge card to centronic parallel) and a cassette tape containing a small printer program (driver), or without a memory expansion cartridge or cage. The CC-2064 is fully compatible with all Commodore peripherals including the 1540 and 1541 disk drives and even the Commodore printer!

The driver software makes use of the standard VIC 20/64 output allowing existing (non-cartridge) software to run normally with the new cable. When the driver routine is loaded it requires only 337 bytes for the VIC-20 and only 356 bytes for the Commodore-64 and is hidden high in memory to avoid any interference with BASIC.

The support option/loader program is menu driven to aid in clear and accurate option selection. Once the program has been set up for your particular needs it can be saved for easy printer use. FEATURES:

- Menu driven option program for clear and easy option selection.
- The printer character set mimics the Vic-20/Commodore-64 current character set mode. (Upper/lower case or upper case/graphics). (Printer-restrictive).
- Linefeed spacing can be selected to generate 0, 1 or 2 lines.
- Commodore special control characters cursor up, clear screen...etc.) are printable on listings with an added separation option.
- The device number is easily changed.
- The driver routine takes up only 337 bytes (Vic-20) and 356 bytes (64) and will not interfere with BASIC.
- The options can be changed at any time very easily.
- Sends the full ASCII set 0-255 allowing graphics characters to be printed.

Bluebook #COM-80006

VIM-16, 8/16K MEMORY EXPANSION MODULE **1326**

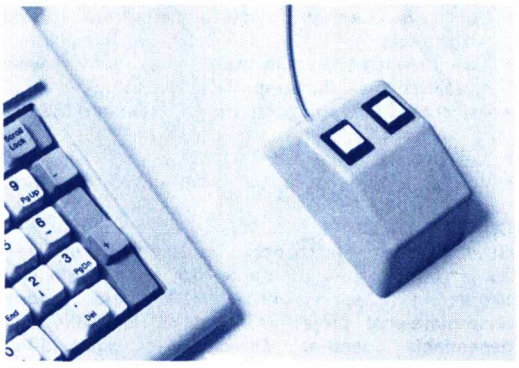
Functions as RAM module, or EPROM module, or combination or RAM and EPROM. FEATURES:

- All address lines to RAM completely buffered. High reliability.
- Data input/output lines completely buffered by Octal Tri-state transceivers. High reliability.
- All RAM in sockets. User upgradable from 8K to 16K.
  All RAM may be replaced by 2716 EPROMS.
  May be programmed for custom games and utility programs.
  Low power RAMs with "power down" features. Exceptionally low drain on Vic-20 power supply.
- All glass and low leakage tantalum caps for insured noise immunity.
- User definable jumpers for RAM bank selection. User definable jumpers for ROM bank selection. Allows use of custom programs by bank selection.
- Programmable "enable" demultiplexer via user jumpers.

Bluebook #COM-80007

VIGOR [VIC's Grand Old Ram-cage] **1326**

3 slot expansion board for the VIC-20. VIGOR accepts the VIM-16RAM module, utilities and/or game ROM modules—at the same time! This makes it simple to now "plug'n'play". VIC-20 expands up to 29K, therefore 2 VIM-16's and a ROM module with a CC-2064 give your VIC-20 full capability!



Bluebook #COM-81000

MICROMOUSE **530**

In the past, a number of input devices such as light pens, joysticks, and track balls have been used to improve the human interface between a computer and its operator. Now, the mouse is beginning to be used on some of the more advanced work stations because research has shown the mouse to be superior to the other input devices. Despite the research results, the mouse has not been widely used due to high cost and reliability problems. The 3G MICROMOUSE has been designed to overcome these problems. A mouse is a pointing device. It is roughly the size of a bar of soap and has two pushbutton switches on top. When the mouse is moved on a table top, a small cursor is moved on the computer's screen. Thus, the familiar hand-eye coordination used in ordinary writing can be applied directly to moving the cursor on the video screen. The pushbutton switches are used to initiate a computer action at the identified screen location. For example:

- In a word processing application, the cursor is moved over a letter in a word, and a button is pushed to delete that letter.
- In a graphics application, a line is drawn by first moving the cursor to a location on the screen and identifying that location as the start of the line by pushing a button. Then the cursor is moved to another location and the button is pushed to identify the end of the line. The computer then draws a line between the two points.

We make the MICROMOUSE specifically for the professional workstation and the personal computer. It is high quality, simple, rugged, reliable, and low cost. The MICROMOUSE is a two button mouse. Research has shown that two pushbutton switches are optimum. The MICROMOUSE has two flexible foam rubber wheels that let it work on any surface and make the MICROMOUSE insensitive to dust, dirt, and rough handling. The two wheels give the MICROMOUSE directional bias which makes it easy to draw horizontal and vertical lines. The MICROMOUSE is easy to interface electrically to micro-processor based systems. The cable has only three wires: power, ground and signal. The cable is shielded for mechanical strength and complies with the FCC RFI regulations. A few hundred bytes of code is all that is needed to integrate the MICROMOUSE into a microprocessor system.

180.00

Bluebook #COM-81001

I/O CONNECTOR **1123**

12/24 user port connector.

Requires: VIC-20, Commodore 64 or PET **4.00**

Bluebook #COM-81002

SUP' R ACCESS-1 **965**

A 7-Port RS-232 interface unit that provides electrical switching between your CPU and six other devices, including an internal 110/300/1200 Baud Modem. Now, you can economically reconfigure, patch, and switch on-line data communications equipment..

- Modems
- CPUs
- Multiplexers
- Peripherals

...safely-without time consuming reconnections.

A COMPLETE CENTRAL EXCHANGE

- Fast access to your peripherals.

- Convenient cable management for all your peripheral devices for clutter-free, system-safe operation.
- All electronic switching for greater reliability.
- LED indicators on all switches make determination of switching configuration fast and easy.
- Flexible customization: DIP switches to configure printer and interface modem.
- Auto-answer capability.
- Wide compatibility with other systems and peripherals-operates at 110, 300, and 1200 baud.
- Compatible with Bell 103 (low speed) and Bell 202 (high speed).
- Self-test capability-analog and digital loop-back for testing.

Requires RS-232 Port.

Bluebook #COM-81003

MAST SYSTEM 2 **944**

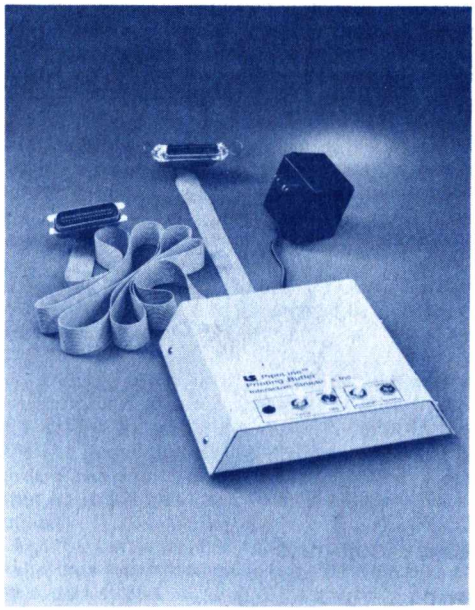
The interactive Slide Projector with Direct Computer Control. Combine our advanced microprocessor technology within the new Kodak Ektagraphic III Model B projector and another marvelous new product emerges. The System 2. A random-access type of visual system allowing the user a freedom of selectivity and purpose, based on open-ended communications. No linear searching as with standard slide projectors. The microchips integrated into System 2 speed you to the exact image selected (within an 80 slide tray); takes the shortest route possible (under 3 seconds); controlled by you with remote keying (also compatible with any computer.) To your great advantage-any slide can be quickly and cheaply updated without reorganizing or disturbing any slides presently in the tray. System 2 will improve any area of communications where random-access was used before and opens dramatic new areas of usage. System 2 can be directly attached with the computer via standard RS-232 connectors. Control functions are written into the software using any computer code-System 2 is compatible to them all. Many trays of slide images can be stored, maintained and retrieved from computer memory. System 2 projectors can be equipped with a specially designed (hand-held) remote-control selector. It is attached by wire cable to a special control connector independent of the RS-232 connector. FEATURES:

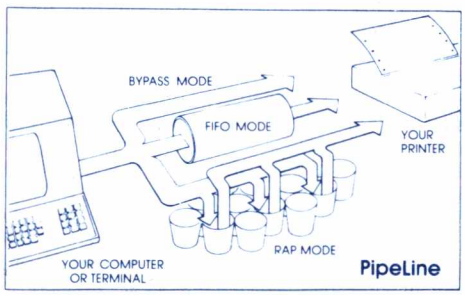
- Advanced microprocessor technology.
- Self-contained, needing no additional control boxes, space consuming attachments or computer boards.
- Any slide number can be directly accessed.
- Projector takes the shortest route to selected slide
- Slide is displayed under three seconds.
- Uses standard 81-slide tray.
- Works with any plastic, cardboard or glass mounted slide. (Glass mounted slides recommended.)
- Can be used for standard slide sequences when random-accessing is not needed.
- Increased illumination and improved edge-to-edge uniformity from a wide choice of high-efficiency lamps.
- Lamp module that's readily accessible at the back for quick lamp replacement while maintaining projector alignment; or, for even faster lamp changes, the entire module can be replaced with a spare one in just a few seconds.
- Rear tray-position indicator to speed up slide tray cuing.
- Improved lens-mount system that grips even long focal-length lenses securely.
- Built-in handle that provides a comfortable grip on the projector.
- Two threaded sockets in the base for bolt lockdown on stands or similar supports.
- Attaches directly to computer via standard RS-232 connector.
- No interfacing required.
- Will accept any computer code, including binary, serial or parallel.

CONSTRUCTION:
Glass filled polycarbonate housing-Features new built-in handle. Long-life motor-Provides cooler operation and more bearing lubrication than motors used in nonprofessional projectors. Lifetime lubrication-For dependable operation. Direct-current solenoid-For greater reliability and reduced electromagnetic interference(EMI). Improved focus motor-Minimizes EMI. Dark-screen shutter—Eliminates screen flashes when the slide gate is empty. Gate-Provides positive, repeatable vertical and horizontal slide registration.
OPTICAL SYSTEM:
Quartz-halogen, 82V projection lamps. Furnished: ANSI Code EXR, 300 W (medium brightness, 35-hour lamp life at HI). Wide selection of interchangeable lenses—Pick the best lens for virtually any projection situation. Improved lensmount system with precise rack-and-pinion focus.

Requires RS-232 Connector.

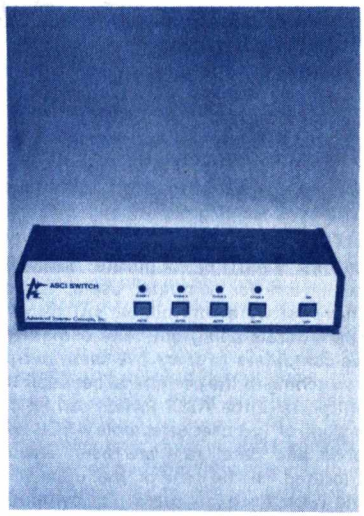
A Few Buying Tips:
1] Define Your Specific Needs First
2] Find Program Listings That Are Similar To Your Requirements
3] See Your Local Dealer, Ask Questions Arrange For A Demo If Possible, Or Try The Program Yourself
4] Write The Software Vendors For Additional Information
5] Compare Features And Make Your Choice Carefully.
6] Do Not Buy On Price Alone.
7] Talk With Other Commodore Owners. Join A Club Or A Users Group To Share Experiences & Information





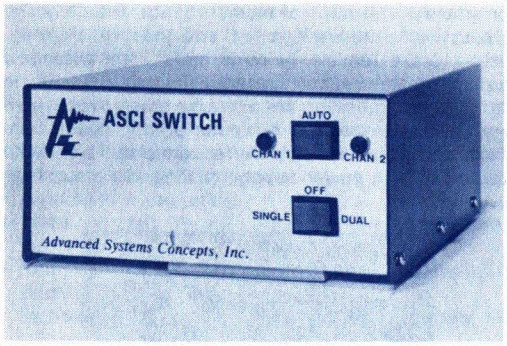
Bluebook #COM-81004

IS PIPELINE WITH RANDOM ACCESS PRINTING 223
You can select sentences, paragraphs, graphs, or pictures from different programs, even different computers in random fashion to compose a finished document. You can then print the finished document quickly and simply, in a single operation. For example, graphs can be inserted into reports, addresses put in form letters, multiple copies made automatically, and letters put together out of component paragraphs. To save you time, the PipeLine also includes conventional FIFO operation: data is loaded into the buffer as fast as the computer can send it. PipeLine feeds the data out at the right speed for the printer. First data in is the first data out. Other features include: compression of data for efficient utilization of memory space, the ability to bypass buffer operations for straight-thru printing, simple erase feature to clear buffer, an automatic duplication feature, and expandability from 8K bytes to 128K bytes of memory. The PipeLine is compatible with any Centronics parallel computer-printer connection. Each IS PipeLine Printing Buffer comes complete with its own plug-in power supply, cabling, & comprehensive manual.



Bluebook #COM-81005

FOUR PORT INTELLIGENT SWITCH 1184
Enhance local area networking capabilities. These four port expanders allow single port units to interface with either multiple peripherals or computers. All RS-232C computers, printers, plotters, terminals and modems are compatible with the automatic switch. Networking applications for this new four port expander are numerous. Examples range from networking four work stations to one printer to networking a modem to a multiple computer system.
The input and output ports of the units can be controlled automatically by sending one of 128 user selectable ASCII or EDBCDIC codes. Thus, there is no need to have the unit physically next to you. A character can be imbedded in text or sent from the keyboard. The control character and baud rate are selected via switches conveniently located on the rear of the unit. ASCI switches are reliable and convenient. The units require no inefficient manual operation, extra cabling or computer cards. Each unit can be controlled from remote locations by either terminals, modems or computers. This remote capability frees up valuable space at your work station or desktop.



Bluebook #COM-81006

ASCI SWITCH **1184**

Decreases the need for duplicate serial ports or peripheral devices for computer users. Either allows users to have software controllable switching between any two peripherals using only one computer port or allows two computers to share the same peripheral by software switching of the peripheral between the. Input and output ports of the ASCI Switch can be controlled by sending one of 128 user selectable ASCII codes. The control code and baud rate are user selectable via switches located on the rear of the unit. In addition there is no need for extra cabling or computer cards. The switch can be controlled by either data terminal equipment (DTE) or data communications equipment (DCE) without the need for a null modem. The ASCI switch comes in two models. Model AI0 switches 10 lines and Model A25 switches 24 lines of the RS232 serial interface.

Model AI0 295.00
Model A25 345.00

Bluebook #COM-81007

HESSTICK I **1243**

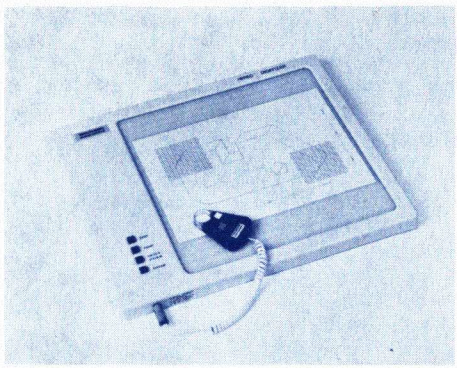
An inexpensive joystick for use with the VIC-20 or Commodore 64. HesStick I offers a unique center fire button for either right or left hand use. Smaller chassis size reduces hand fatigue and makes HesStick I ideal for children.

Requires VIC-20 or Commodore 64. **7.95**

Bluebook #COM-81008

SOUND BOX **1243**

An enhancement device compatible with the VIC-20 or Commodore 64. Allows use of standard audio or video connections. Connects to amplifier, monitor or headphones. **Requires VIC-20 or Commodore 64.** **14.95**



Bluebook #COM-81009

HIPAD DIGITIZER **1196**

A digitizer(or as sometimes called-tablet or pad) is an input device converting graphic information into digital values usable by a processor/computer. Typical use is at a tabletop with the operator entering data by manually positioning a cursor. The cursor is either slight positioned over existing data or a line is generated using the cross-hair positioned in the cursor. The cursor can find individual points, or in the Stream Mode can input a continuance of placements of some predefined number of coordinate pairs per second into the computer. By adroit use, precise positional information, free form sketches, symbolic fields, even keyboard simulation-all can be entered via this device. The Hipad digiter incorporates the same quality components, technology, and skillful workmanship found in Houston Instrument's other products used throughout industry. The Hipad comes completely assembled and ready to use with an RS-232-C and parallel interface integrated for convenient interfacing to your minicomputer or microcomputer based system. An exceptional feature of the Hipad is user selection of various operating parameters by interface logic signals (or jumpers). Among these are a choice of English or Metric Scaling, Data Format (Binary/BCD/ASCII), Baud Rates, and Resolution of either .005 inch or .01 inch. Other features of the Hipad Series include: a relocatable/fixed origin, a repetition rate of up to 100 coordinate pairs/second, no loss of origin upon lifting the cursor, and compressed code format in Switch Stream/Stream Mode which suppresses redundant corrdinates. The Hipad digitizer has available, in the standard basic unit, four user formats. These formats

are DISPLAY FORMAT, SERIAL ASCII, PARALLEL BINARY, PARALLEL BCD. The display output, which is used to drive the optional digitizer display, is not intended for user application. The other output formats may be SINGLY or COLLECTIVELY selected. The digitizing rate, or the number of coordinate pairs per second, is controlled and/or limited by the selection of output formats. The Hipad digitizer is shipped with all output formats enabled. Associated with each format is a pin in the interface connector which when tied to circuit common, will disable one of the formats. The Hipad's output may be scaled in either English or Metric units. As shipped, the output rate or number of coordinate pairs/second is determined by the types of output selected by the user.

INTERFACING

The interface connections to the Hipad digitizer are made through a DB-25P connector directly from an Intel 8048/8748 microcomputer integrated circuit. Input and output signals are TTL compatible at one standard load unit., i.e., 1.6 mA. In addition, a serial output which is of RS-232-C level compatibility is also supplied.

PARALLEL DATA INTERFACE

Parallel data is provided on an eight bit wide data path with a data strobe. In addition, an input is provided which can be used to control output timing. The following baud rates are selectable in the interface connector, 300 BAUD, 1200 BAUD, 2400 BAUD, 4800 BAUD. In addition to the normal output functions of the Hipad, additional features have been provided in the interface connector. Power for the Hipad may be supplied in the data cable, thus eliminating the need for the power pak which is supplied with the unit. External power requirements are + 12VDC plus or minus 10% at 250mA. Provision has also been made to provide a remote RESET and/or CURSOR switch. An additional status line PROX has also been provided which can be used to indicate that the cursor is in the position for digitizing. **U.L. Listed**

Bluebook #COM-81010

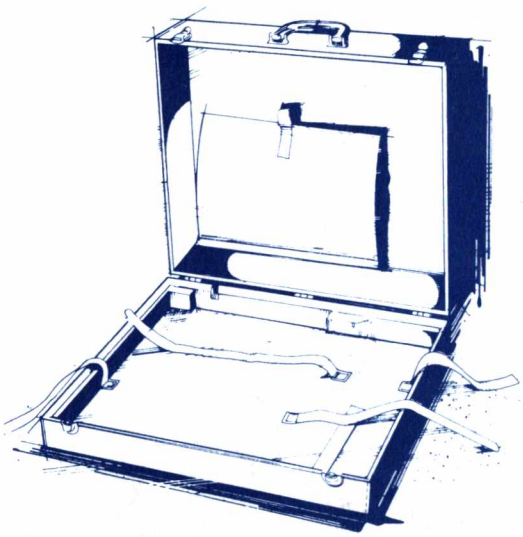
UNIVERSAL TAPE INTERFACE AND DUPLICATOR **584**

No need to purchase an expensive data recorder for your VIC-20 or CBM-64. The Universal Tape Interface and Duplicator will allow you to load, save and even duplicate your programs and data cassettes with virtually any portable home tape recorder. To insure positive LOADS and SAVES, there is a special audio enhancement circuit provided in the interface. Three LED indicators monitor the status of your interface at all times and provide a visual indication of loads and saves. A parity switch will also insure you that all types of data tapes for your computer can be successfully loaded. Operator controlled action of the recorder is another desireable feature. Finally, and most important of all, you can easily make back-up tapes without the need of loading your software back into the computer. A unique switch function will allow you to make direct recordings to another tape recorder. **Note: Duplication requires the use of 2 tape recorders.** **49.00**

Bluebook #COM-81011

ECHO SPEECH SYNTHESIZER **1332**

Now your computer can talk with an ECHO speech synthesizer from Street Electronics! Speech is a valuable enhancement to many computer functions ranging from educational programs to games to working with the handicapped to business applications. The heart of the ECHO synthesizer is a Texas Instruments chip which uses a model of the human vocal tract. This circuit, using linear predictive coding (LPC), synthesizes remarkably intelligible speech. The text-to-speech firmware allows the user to simply type in a word or phrase and let the computer do the rest. Nearly 400 grammatical rules are contained in the system, so your computer can properly pronounce most correctly spelled words. By using simple commands you can select any of 63 different base pitch levels and have words spoken either monotonically or with intonation. The rate of the speech can be fast or slow. You can have words spoken in their entirety or have them spelled letter by letter. Special control-character sequences are also used to control output modes (talk only, print only, or both.) Unlike some systems, the ECHO's will pronounce punctuation if you desire. This allows you to hear every character that is printed and has proven handy for non-sighted users. A phoneme generator is included with all ECHO synthesizers . This feature adds the capability to phonetically encode words for more precise pronounciation when desired. This firmware contains 48 phonemes and diphthongs for the creation of any word or phrase. These are expanded to 94 actual word sounds when various stress levels are used. Each phoneme is represented by one or more characters which usually are directly related to the sound produced. For instance: an "A" produces the "a" in apple while an "O" produces the "oh" in boat. In addition, each vowel sound has three possible stress levels which affect duration and/or pitch. Including stress variations, the ECHO's can generate almost 100 different sounds! **299.95**



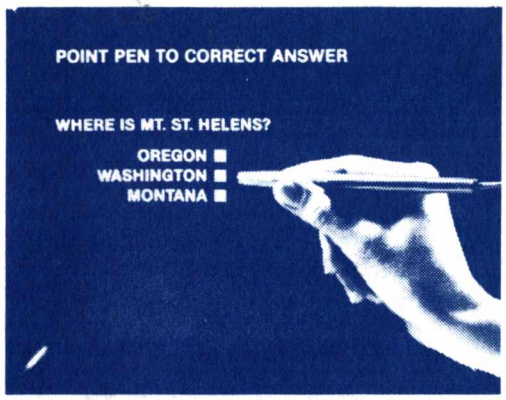
Bluebook #COM-83000

COMMODORE CASE [CM-703] **0475**
These luggage style cases have been designed specifically to hold the Commodore Model 64 (or VIC 20) computer along with the power supply and disk drive or the dataset in a fully operational configuration. No need to disconnect and reconnect cables each time the computer is moved. Simply plug in the power cable and connect the monitor. The removable top has storage space for manuals, discs, tapes, working papers, and other necessities. The equipment is held in position with security straps and cradled in foam rubber for protection when operating, transportating, or in storage. The CM703 case will hold the computer, power supply and one or two 1541 disk drives.

Bluebook #COM-83001

CM704 CASE **0475**
Will hold the computer and power supply along with the dataset program recorder.

The Blue Book Is Your Software Shopping Guide. We Welcome Your Suggestions And Comments



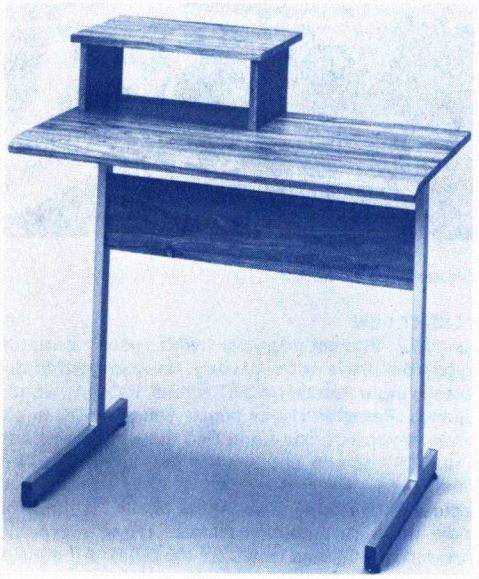
Bluebook #COM-83002

3G LIGHT PEN **530**
Lets you interact directly with your computer. Keyboard entry is not necessary. All you need to do is point the Light Pen to the CRT screen and the computer responds. Research shows people relate better to pens than to keyboards.The Light Pen detects lighted areas on the CRT screen and signals the computer. These lighted areas are created in the programs by using graphics characters. Two short BASIC subroutines handle the light detection chores. These subroutines (provided by 3G) take less than 400 bytes. All pens are ready to plug in and use. There is no assembly necessary. A complete instruction manual contains documentation so you can write your own programs in BASIC. As a matter of fact, no programming is needed to use the light pen for multiple choice quizzes. The sample program provided is a "shell" for a quiz program. You simply replace the questions and answers with your own questions and answers and run the program. No machine language coding is necessary. A demonstration cassette is included with all models. This sample program is well annotated so that you can understand how the pen interacts with the program.
Compatible with PET/CBM, VIC-20, And Commodore 64. **37.95**

Bluebook #COM-83003

COMPUCOVER CUSTOM FITTED DUST COVERS **546**
CompuCover offers the protection you demand for your valuable equipment. First and foremost a dust cover should protect. Static free CompuCovers are made of the finest clear plastic or tough durable cloth backed vinyl. The cloth backed vinyl is available in two colors, saddle tan and black. CompuCovers are not just strong

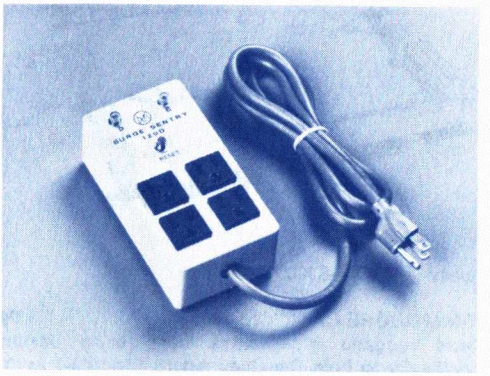
they are also pretty. The covers are custom cut to stylishly fit each individual piece of equipment. **Specify Computer Model When Ordering.** **3.95**



Bluebook #COM-83004

1685 COMPU-TABLE **898**
A spacious work surface accommodates virtually any keyboard, disk drive or video game console. A raised hitch places the monitor at the ideal viewing height. The hutch is detachable. Below, a modesty panel is functional and ties the design together. Sturdy steel legs feature a pearl metallic finish. Adjustable glides are provided. Acrylic coating protects against scratches and stains.

The Three Digit Number After The Title Refers To The Software Or Hardware Producer. His Name, Address, And Phone Number Appear In the Source Index In the Front Of This Directory.



Bluebook #COM-83005

SS-120-D VOLTAGE SURGE AND DROPOUT PROTECTOR **977**
Certain types of equipment are susceptible to damage when the power line voltage suddenly drops to a low value, or goes out altogether, and then comes on again in a power-up surge. With the Model SS-120-D, when power drops below a safe level, the unit shuts off. This allows you to check and reset your equipment before returning power. Indicator lights tell you, at a glance, if a dropout has occurred. Power is restored by pushing the reset button. This unit is equipped with four, 120 volt receptacles for multiple equipment protection.
Unit is equipped with a 6 Ft. cord. **132.00**

83000 • Accessories

Bluebook #COM-83006

QUIETLINE 6 **1041**
Just plug the device into any standard dual wall outlet. The indicator light should glow; you now have 6 fully protected outlets! Not only that, but the action that cleans up your power line also prevents interference from entering your power line. If you have noisy equipment, the QUIETLINE 6 shunts this noise to ground before it enters the line—effectively protecting other equipment on the same circuit, as well.

Bluebook #COM-83007

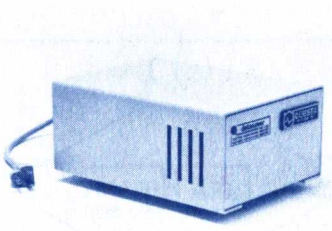
DISCSAVERS **1250**
Multi-Color Vinyl Sleeves for 5¼ and 8 inch diskettes that provide a 4 color filing system, durabillty, ease of labeling and secure fit. Packaged 12 or 10 (8'') per box, they are available in red, blue, yellow and green. Ideal for home or office use. **5¼ Inch, 6.29**
8 Inch 8.75

Bluebook #COM-83008

SOUNDTRAP **817**
An acoustical housing that quiets printing noise to a level where a business or phone conversation can be conducted standing next to a functioning printer. Soundtrap also efficiently utilizes desk top space. With the unit in the upright position, held by the optional stand, the accessory becomes a data holder or copy stand for easy reading. Plus, Soundtrap provides storage for paper and simplifies paper feeding and fan folding.
Will accomodate Commodore Vic-20 80 column printer. 129.00

Bluebook #COM-83009

PRINTER DRIVER CARTRIDGE **584**
If your a VIC-20 owner and would like to take full advantage of graphics and the other special features that the Commodore printer provides, then the Printer Driver Cartridge should be purchased. This cartridge will provide a way to do graphic and standard printing.
Requires VIC-20. Specify Printer when ordering. 29.95

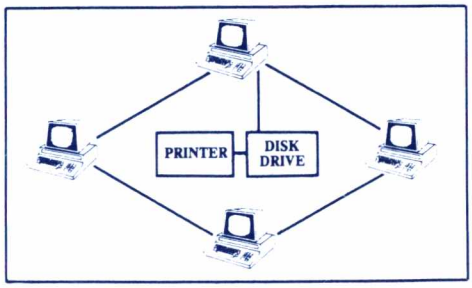


Bluebook #COM-85000

DATASAVER [AC POWER BACKUP] **692**
Now you can safeguard both the time and the data contained in your system against unexpected power failures and brownouts. DATASAVER is totally self-contained battery powered AC backup unit. Upon loss or interruption of input line power (a blackout condition), or an undervoltage situation (a brownout condition), DATASAVER automatically switches to backup power within1/100th of a second! If operating at full rated output load power, DATASAVER will supply up to 5 minutes of power-and if your system is operating at half rated output power, DATASAVER will supply power about 15 minutes. A front panel indicator light-as well as a buzzer alarm-provide simultaneous instant-alert when DATASAVER is operating from its battery system. This allows the operator enough time for computer system shutdown before actual loss of its AC power occurs. DATASAVER consists of a rechargeable sealed battery, automatic battery charger, solid-state power inverter, AC line voltage monitor and cutout switch, front-panel power status indicator (a green/red LED), and an alarm buzzer (with rear-panel silencing switch) to alert of AC line power loss.
Commodore 64 DataSaver Is A 90 Watt Unit.

90000 • Networking

Also See Related Categories: 21000 Communications
91000 Time Sharing & Communications



Bluebook #COM-90000

SUPERBUS **720**

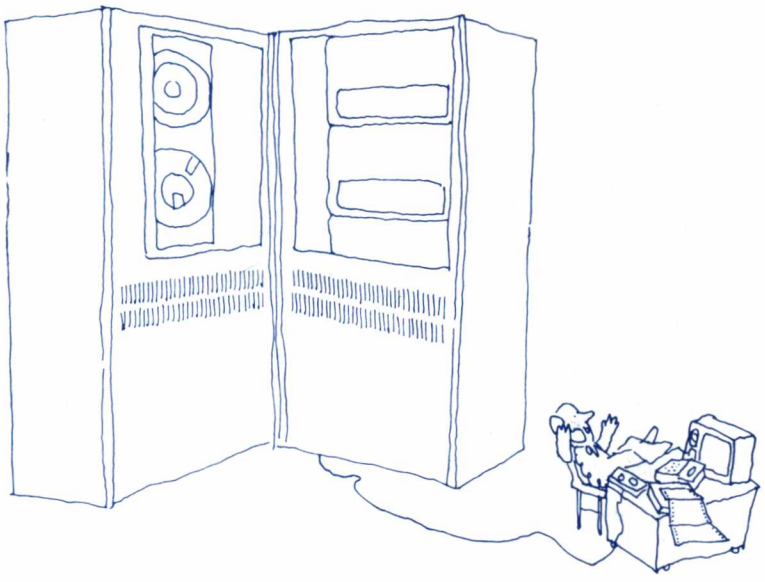
A networking device for Commodore computers. It allows up to a total of eighteen computers, printers and disk drives to be interconnected within a single system. Ideal for business, education and any other environment where resource sharing capabilities are required. Depending upon the needs of the user, both high security and low security configurations are available.

FEATURES:

- expandable to 18 devices
- can support 8 disk drives and/or printers
- prevents unauthorized use of programs and data files
- allows simultaneous use of different programs
- facilitates multiterminal word processing
- is virtually crash proof
- permits simultaneous use of several printers
- allows cable lengths of 100 feet or more
- CONFIGURATIONS:

There are two basic Superbus configurations, standard (low security) and enhanced (high security). Standard Configuration is suitable for an environment where previously written programs are extensively used and resource sharing is the main consideration, e.g. a word processing center. In this case the security features are primarily used to prevent accidental loss of work. Enhanced Configuration prevents users from access to information not belonging to them. A system manager determines the files that individual users may utilize. Users are assigned identification codes through which the system manager can periodically review their work. If needed, users may modify either of the basic Superbus configurations to meet their specific needs.

Requirements: 2000, 4000, or 8000 series computers with BASIC 4.0 operating system/Any Commodore disk drive/Any properly interfaced printer.



Bluebook #COM-91000

DELPHI **598**

Delphi is the information, communications and entertainment system that takes your home computer beyond the limitations of disks or cartridges. With a simple phone call, Delphi connects you to the world's most sophisticated databases. With a simple phone call, you can get the latest news, weather and sports stories. Check the stock, commodities and money markets. Do your banking, go shopping, make airline reservations. You can post messages on an electronic bulletin board, send and receive electronic mail, "talk" with other subscribers, or you can go to the library and use a 20,000-entry encyclopedia or access an enormous research library. You dont have to speak computerese. All you need to know is a few simple commands and you're in business.

In the age of the computer, privacy has become a very important issue. Privacy has been designed into Delphi from the beginning. First, there's a password system that prevents unauthorized access. We don't even know your password. And you can change it any time you want. When you make a transaction of any kind through Delphi, the information is used only to process that transaction. There's no way we can monitor transactions or communications. The safeguards are spelled out in our corporate policy statement which our employees are bound to honor. A copy is available for the asking. In addition we are members of and subscribe to the recommended policies of the Videotex Industry Association.

FEATURES:

APPOINTMENT CALENDAR. Keep track of your appointments. Make appointments for people you live, work and play with. Ask for a daily reminder.

BANKING. Pay your bills, balance your checkbook, transfer money, review your transactions.

BULLETIN BOARD. Post, read and reply to messages.

COMMUNICATIONS. Find who's on line when you are. Page somebody. Meet and talk with other Delphi people.

DEAR ORACLE. Get advice on just about anything from members with special skills. Ask which 80-column printer is best for your computer. How to change the gear ratio on your bike. How to get publicity for your community group. Volunteer your own expertise.

GAMES. Play everything from Backgammon to Wumpus. There are over 30 terrific games to choose from.

INFOMANIA. A potppourri of member publishing. Publish a newsletter. Set type. Collaborate on a novel. Design or take part in a member poll. Create anything you want and watch it become part of Delphi.
LIBRARY. Have access to a wealth of reference materials. The Kussmaul Encyclopedia...information on over 20,000 subjects, with cross references. The Research Library...a collection of 200 separate databases with comprehensive information on just about everything. And a search feature that makes it easy to get what you want. The Dialcom Library... a myriad of technical services. Ask it to generate a sales commission report. Compute the thickness of a molecule. Tabulate a loan amortization schedule. Ask for almost any calculation. It's powerful.
MAIL. Exchange messages. Send, read, forward, delete, or file your mail. Even send mail to subscribers of The Sourch, CompuServe, and other services.
NEWSTRACK. Get the news you want, when you want it. Get late-breaking stories and features from regional, national, international and sports wire services. Delphi will search for all stories on your subject, give you the headlines and let you choose which stories you want to read. You can ask for background information and past stories, too. Get schedules for the White House, Senate and House of Representatives.
ON-LINE MARKET. A complete shop at home service, with thousands of items. Browse through an electronic catalog, order what you like and charge it right there and then. Tap into Comp-U-Store's complete comparison shopping service. Ask for a general category or specific product.
PROFILE. Here's where you tailor Delphi to fit you and your equipment. For example, make Delphi fit your screen. Put yourself on a mailing list. Tell Delphi to skip the menus or change your password. Delphi's flexible.
TRAVEL. Review airline schedules and prices. Then make your reservations...Easy.
To connect Delphi to your telephone, you'll need a modem. Just about any acoustic coupler or direct connect modem you choose is okay.
Price includes permanent subscription to Delphi [our handbook], all updates, and a subscriber newsletter. On line time is additional. 49.95

Bluebook #COM-91001

COMPUTERIZED PAGING SYSTEM 1047
Provides the means to selectively notify customers or employees that their attention is required. Television stations positioned throughout the place of business display a sequence of numbers indicating the persons being paged.
FEATURES:
FULL COLOR - Using many different colors, a pleasant balance is achieved for ease of viewing.
VIDEO MARQUEE - A 'Video Marquee' is provided at the bottom of the screen to display any or all of SIX user entered messages, with approximately 256 characters per message available.
UNIQUE DISPLAY - Selected numbers are flashed Full Screen Size and then placed on screen with an animated Custom Logo. 16 two digit numbers may be stored on the system at one time.
EASE OF USE - No special computer knowledge is required to operate the system. Paging is initiated by a remote keypad independent of other functions. Re-paging is completely automatic.
HI-RES GRAPHICS - Ultra smooth high resolution graphics, are used throughout the system.
CUSTOM LOGO - If desired, a Custom Logo can be developed free of charge to 'animate' the prompted number.
BATTERY BACKUP - Provides uninterrupted computer operation in the event of a power outage. NO DATA LOSS!!!
SYSTEM BACKUP - An additional custom cartridge may be purchased at a nominal fee, providing the additional backup.
The above system includes the VIC-20 Computer, wired entry keypad, and a custom built cartridge.

Bluebook #COM-91002

CW MORSE 1123
Allows your computer to become a morse terminal for your amateur radio station. It is capable of sending and receiving morse code at speeds of 25 wpm or more. Includes multiple 255 character message buffers, numerous special function keys, type-ahead keyboard buffering, and automatic speed control on receive. Software written in BASIC for ease of modification by the user.
Requires construction of two transistor, one IC interface. Connection is made through the I/O User Port on the VIC-20, C-64, and PET/CBM. Package includes software on cassette, complete documentation, interface schematic, and required connector. Available for PET 2000/4000 Series with 8K or more memory, VIC-20 with 5K Memory Expansion, or Commodore 64. 19.95

Bluebook #COM-91003

HESMODEM I 1243
A direct connect modem for the VIC-20 or Commodore 64. Connects your computer to the world through your telephone. Baud rate selectable to 300. **Includes terminal emulator software developed by Midwest Micro for both the VIC-20 and Commodore 64. 79.95**

93000 • Books

Also See Related Categories: 94000 Magazines & Publications

Bluebook #COM-93000

MORE THAN 32 BASIC PROGRAMS FOR THE VIC COMPUTER[1] 487
By Tom Rugg, Phil Feldman and Clarence S. Wilson
5½ x 8½, 350 Pages. **Paper 19.95**

Bluebook#COM-93001

MORE THAN 32 BASIC PROGRAMS FOR THE COMMODORE 64 POMPUTER[1] 486
By Tom Rugg, Phil Feldman and Gene Moore
350 Pages, 5½ x 8½. **Paper 19.95**

Bluebook #COM-93002

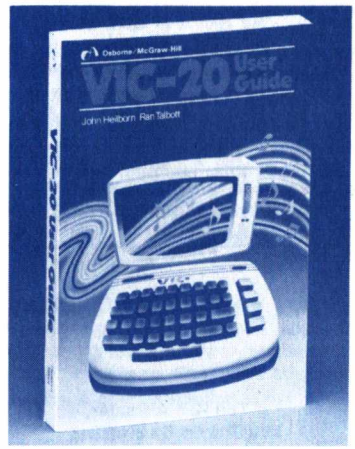
PET/CBM-AN INTRODUCTION TO BASIC PROGRAMMING AND APPLICATIONS 1044
Gene Streitmatter and Larry Joel Goldstein.
An introduction toprogrammingin BASIC as well as a survey of applications, peripheral devices and software. Immediate applications for business, graphics, games, and word processing make this book a useful tool for any Pet owner. This new guidebook turns the novice into a skilled professional by providing "hands on" programming experience.
7" x 9¼", # Pages 320, Paper. 14.95

Bluebook #COM-93003

INSTANT [FREEZE-DRIED COMPUTER PROGRAMMING IN] BASIC 2ND EDITION [1] 486
By Jerald R. Brown
Keeps the style and flavor that made the first edition so popular. The author provides more annotations, additional activities and text, and updates all information. It is oriented for Microsoft-like versions of BASIC as used on the PET. A valuable tool for every beginner, it is full of graphics, end-of chapter activities and has one of the smoothest and best-tested instructional sequences going.
200 Pages, 500 illustrations, 8½ x 11. **Paper 12.95**

Bluebook #COM-93004

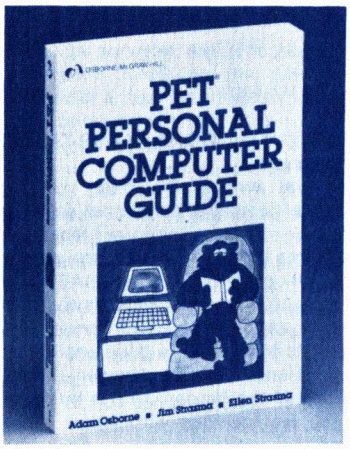
BASIC-ENGLISH DICTIONARY FOR THE PET 486
By Larry Noonan
This book was written for those who have found programs in magazines or books that were exactly what they were looking for but were written for some other computer. This dictionary presents an alphabetical listing of all commonly used BASIC commands, statements, operators and special keys. These are then translated for use on the PET. Computer converting from one basic to another is done easily, as examples and explanations abound. Noonan also translates graphics, one of the hardest things to do in computer translations. He includes worksheets that make the process easier.
160 Pages, 5½ x 8½. **Paper 10.95**



Bluebook #COM-93005

VIC20 USER GUIDE 814
by John Heilborn with Ran Talbott
A complete teaching guide and reference tool for all VIC 20 users and potential buyers. Offers both clear instructions for operating the computer and its

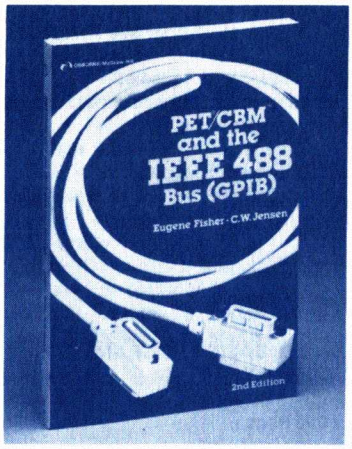
peripherals and easy-to-follow lessons in VIC BASIC. Readers will quickly learn to use the color graphics and sound capabilities of VIC 20. Experienced users will learn advanced color graphics and animation techniques, programming tips and custom character sets. Filled with tables, charts, and resource listings.
250 pp., 6½ x 9¼ **14.95**



Bluebook #COM-93006

PET PERSONAL COMPUTER GUIDE 814
by Adam Osborne with Jim Strasma and Ellen Strasma
Packed with information on all PET products, accessories, compatible software, peripherals, and resources; here is literally all the information needed to get your computer up to running.
532 pp., 6½x9¼. **15.00**

**If You Are A Dealer,
You Should Be Stocking
The Complete Blue Book Family
Of Computer Directories.**



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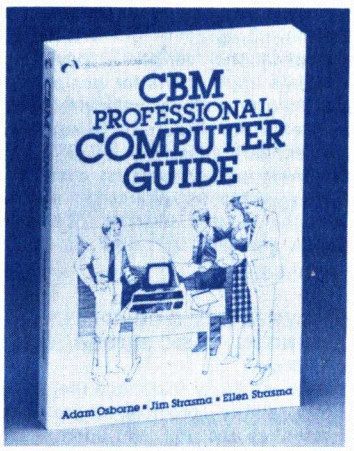
PET/CBM AND THE IEEE 488 BUS [GPIB] [SECOND EDITION] 814
by Eugene Fisher and C.W. Jensen
Revised and expanded, this is the only book on the market devoted exclusively to the GPIB. New chapters include information on bus controlled applications in closed-circuit television and linear-control-circuit problems. A one-of-a-kind compendium for all designers, programmers and hobbyists.
322 pp., 6½ X 9¼ **15.99**



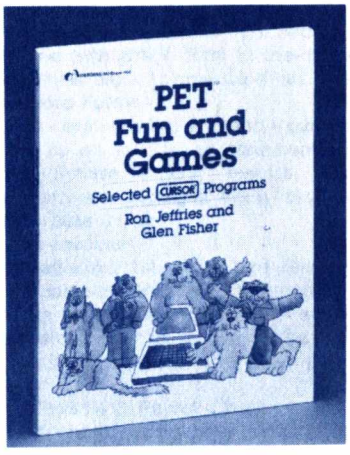
Bluebook #COM-93008

CBM PROFESSIONAL COMPUTER GUIDE 814
By Adam Osborn with Jim Strasma & Ellen Strasma. Beginners and experts alike will find a wide range of

information in this guidebook to Commodore Business Machines(CBM) model computers. From start-up procedures through mastering the use of random numbers, graphics, the machine language monitor and the built-in clock, this book is organized for quick reference or in-depth study and will be indispensable for users of the Commodore CBM Professional Computer.
514 pp., 6½ X 9¼ **15.00**

Bluebook #COM-93009

SOME COMMON BASIC PROGRAMS/PET/CBM EDITION **814**
by Lon Poole, Mary Borchers, & Carroll Donahue
The same programs found in the generalized BASIC edition, for the PET/CBM.
200 pp., 8 3/8 X 10 7/8 **14.99**



Bluebook #COM-93010

PET FUN AND GAMES **814**
by Ron Jeffries and Glen Fisher
Games for PET computers, collected by the editors of CURSOR magazine-thoroughly tested and ready to load. Complete program listings and instructions will help keep you busy and entertained.
176 pp., 8 3/8 X 10 7/8 **11.95**

For Product Information
Use The Reader Service Cards

Bluebook #COM-93011

HOME APPLICATIONS FOR THE COMMODORE PERSONAL COMPUTER **1351**
Written by Timothy P. Banse and published by Little Brown & Company. It's a tutorial on how Commodore 64 BASIC can be used to perform tasks around the house. **14.00**

Bluebook #COM-93012

HOME APPLICATIONS FOR THE VIC-20 PERSONAL COMPUTER **1351**
Written by Timothy P. Banse and published by Little Brown & Company. It's a tutorial on how VIC-20 BASIC can be used to perform tasks around the house. **14.00**

Bluebook #COM-93013

STIMULATING SIMULATIONS for the VIC **127**
By C.W. Engel
A handbook containing twelve "simulation programs" which are actually game programs. Each program is presented with a listing, sample run, instructions, and program documentation, including a flowchart and ideas for variations. Original program listings are provided in VIC BASIC.
PROGRAMS:
ART AUCTION - One buys and sells paintings to make a maximum profit. This is a fast simulation and does not require extra materials.
MONSTER CHASE - A monster is chasing a victim in a cage. The victim must elude the monster for ten moves to survive. This is a fairly quick simulation that doesn't require too much thinking.
LOST TREASURE - A map of an island that contains treasure is presented. The adventurer travels over different terrain with a compass that isn't very accurate in an attempt to find the treasure. This is a short simulation that requires about 15 moves. A map is provided.
GONE FISHING - The objective is to catch a lot of fish during a fishing trip. Half of the catch spoils if the time is exceeded, time is lost in a storm, and the boat sinks if it is guided off of the map. There are also sea gulls and sharks to watch. A chart is needed to keep track of good fishing spots.
SPACE FLIGHT - The task is to deliver medical supplies to a distant planet while trying to stay on course without running out of fuel. Graph paper is required to plot the course.
FOREST FIRE - The objective is to subdue a forest fire with chemicals and backfires. The success of a firefighter is based on the time needed to control the fire and to completely extinguish it.

NAUTICAL NAVIGATION - Requires the navigation of a sailboat to three different islands, using a radio direction finder. The wind direction is an important variable. Graph paper, protractor and ruler are needed to plot the course.
BUSINESS MANAGEMENT - Raw materials are bought and finished products are produced and sold. The cost of materials and production and selling price vary each month. The objective is to maximize the profits. No extra materials are required.
RARE BIRDS - This is a bird watching simulation. The objective is to identify as many different birds as possible. A record of those identified is helpful and a bird watching chart is provided.
DIAMOND THIEF - One assumes the role of a detective in this simulation. A thief has just stolen a diamond from a museum. Five suspects must be questioned to determine the thief. A floor plan of the museum and a chart indicating suspects and times are provided.
THE DEVIL'S DUNGEON - A fantasy adventure into a bottomless cave. The player must chart his way, fight monsters, poisonous gas and demons to escape with the gold.
112 Pages, 6 x 9. **Paper 6.50**

Bluebook #COM-93014

THE COMMODORE 64 BASIC HANDBOOK **423**
By Douglas Hergert
Need to check or clarify a BASIC keyword or function? Do it quickly, without rereading the programming manual. This dictionary-style handbook provides clear descriptions and examples of each word in the Commodore 64 BASIC vocabulary. The proper syntax of every keyword and function is explained carefully and thoroughly in easy-to-understand English. Short sample programs illustrate the correct use of each command, and special notes provide insight into subtleties and extra features of the Commodore 64 BASIC vocabulary.
170 Pages Illustrated, 5½ x 8¼. **9.95**

Bluebook #COM-93015

THE EASY GUIDE TO YOUR COMMODORE 64 **423**
By Joseph Kascmer
Get started on the right foot with your Commodore 64! This jargon-free companion tells you how to do it. Each practical operation that you can perform with your Commodore 64 — word processing, mathematical calculations, budgeting, filing and more — is explained here in simple terms. This friendly guide explains how to use commercially available software with your computer so you can get started right away. Learn the basics of programming to see how you can meet specific application needs with the power your computer has to offer.
160 Pages, 5½ x 8¼. **7.95**

Bluebook #COM-96000

NEBS COMPUTER FORMS **1209**

NEBS offers a complete selection of computer forms that can be custom imprinted with company name and address, or logo. Statements, invoices, checks, and multi-purpose forms are specifically designed to be used with a variety of existing software packages. The product line includes:

- Carbonless Statements
  Universal design-plenty of space to list charges and credits. Helps control accounts receivable-provides perforated sections that can be detached by customer and returned with check. East to use-duplicate sets have carbonless paper to produce clean, clear copies.
- Multi-purpose Forms
  Carbonless - available in 1,2,3, and 4 part continuous sets. Use as an invoice or statement. Great for reports, purchase orders, memos, and more. Versatile-software packages easily modified to fit general purpose forms.
- Carbonless Invoices
  Most available in 2,3,4, and 5 part continuous sets. Space for complete shipping instruction - shipping date, name of carrier, FOB point, etc.-Attractive modern design-versatile; special widths allow for use on both adjustable tractor and fixed pin computer printers.
- Accounts Payable & Payroll Checks
  Accounts payable checks have detachable voucher section. Available in both carboned & carbonless multi-part forms. Custom imprinting with your firm name can project a business like image for your firm. Maximum security-both check and voucher are pre-printed with same consecutive numbers. Payroll checks have detachable pay statements that spell out exact earnings, standard and special deduction. Special window envelopes are available for all checks. Shows your return address and recipeint's address through windows. This eliminates envelope addressing.
- Letterheads With Matching Envelopes
  Choose from distinctive type-styles or reproduce your company logo. Printing is done on quality bond paper in your choice of colors. NEBS also stocks a variety of data forms and computer stationery. All NEBS computer forms are fanfolded for easy printer feed.

For more information and/or catalog of available products, contact manufacturer.

Alphabetical Index

A

A DOLLAR AND CHANGE 15009-1248
A LONG TIME AGO 47240-1141
A SHOCK FOR FRIENDS - ELECTRICITY 47245-1141
A TWO-WHEEL WONDER 47251-1141
ABC'S 15032-1200
ABC'S 1 15023-1200
ABC'S 2 15024-1200
ABOVE OR BELOW 15014-1248
ACCESSION PLUS *** 49003-0914
ACCOUNTANT (THE) 10002-1279
ACCOUNTS RECEIVABLE & PAYABLE 10003-1279
ACROSS THE PLAINS 68030-1248
AD GAME (THE) 36084-1248
ADD FACTS 0-5 28270-1200
ADD FRACTION 1 28238-1200
ADD FRACTION 2 28239-1200
ADD FRACTIONS 3 28287-1200
ADD IT 28325-1347
ADDING AND SUBTRACTING DECIMALS 28167-1141
ADDING BLOCKS 28274-1200
ADDING FRACTIONS 28117-1282
ADDING OR SUBTRACTING 2-3 PLACE NUMBERS IN COLUMNS 28073-1248
ADDING WITH OBJECTS 28069-1248
ADDITION 1 TUTOR 28326-1347
ADDITION 2 TUTOR 28327-1347
ADDITION AND SUBTRACTION 28053-0914
ADDITION AND SUBTRACTION OF WHOLE NUMBERS 28003-1016
ADDITION CONCEPT 28301-1200
ADDITION OF FRACTIONS 28038-0307
ADDITION PROGRAM 28061-1238
ADDITION SUBTRACTION MULT& DIV OF WHOLE NUMBERS 28015-1016
ADDITION WITH CARRY 28079-1282
ADJECTIVE (THE) 47143-1248
ADJECTIVES 47088-0914
ADJECTIVES 47360-1200
ADJECTIVES-REVIEW AND DRILL 47302-1141
ADVANCED DEWEY DECIMAL SYSTEM 49010-0914
ADVENTURE PACK I 36177-1349
ADVENTURE PACK II 36178-1349
ADVENTURE PAK 36118-0615
ADVERB (THE) 47142-1248
ADVERBS-REVIEW AND DRILL 47303-1141
AEROBICS POINTS CALCULATOR 40012-1286
AFRICA 68001-1016
AGGRESSOR 36075-1243
AGREEMENT OF SUBJECT AND VERB 47138-1248
ALFALFA MILLIONAIRE 37034-1248
ALGEBRA GAMUT 11059-1248
ALGEBRA GAUGE 11058-1248
ALGEBRAIC EXPRESSIONS 11001-1016
ALGEBRAIC LAWS 11057-1248
ALIEN 36099-1248
ALIEN INVASION 36110-0615
ALIEN PANIC 36128-1302
ALPHA HELP 15042-1347
ALPHA-PET 24003-1140
ALPHABET SONG 15015-1248
ALPHABET SONG 15016-1141
ALPHABETICAL ORDER 15021-1141
ALPHABETIZE 47339-1200
ALPHABETIZE 1 15025-1200
ALPHABETIZE 2 15026-1200
ALPHABETIZE 3 15027-1200
ALPHABLOCKS 15017-1141
AMERICAN HISTORY THROUGH BIOGRAPHIES 68014-0914
AMERICAN INDIANS 68018-0914
AMORTIZER (THE) 33007-1279
ANAGRAMS I (RECREATIONAL 1) 47048-0307
ANAGRAMS II (RECREATIONAL 2) 47049-0307
ANAGRAMS III (COLLEGE 1) 47050-0307
ANAGRAMS IV (COLLEGE 2) 47051-0307
ANAGRAMS IX (ELEMENTARY 1) 47056-0307
ANAGRAMS V (HIGH SCHOOL 1) 47052-0307
ANAGRAMS V (HIGH SCHOOL) 47052-0307
ANAGRAMS VI (HIGH SCHOOL 2) 47053-0307
ANAGRAMS VII (JUNIOR HIGH 1) 47054-0307
ANAGRAMS VIII (JUNIOR HIGH 2) 47055-0307
ANAGRAMS X (ELEMENTARY 2) 47057-0307
ANALOGY 47061-0307
ANCIENT CIVILIZATIONS 68021-0914
ANCIENT CIVILIZATIONS 68036-1248
ANDROMEDA CONQUEST 36007-0448
ANIMAL ZAP 28307-1347
ANNIHILATOR 36179-1349
ANT HILL 36032-0637
ANTI-SUB PATROL 36024-1093
ANTIMATTER SPLATTER 36129-1302
ANTONYM MACHINE 47186-1248
ANTONYM MATCH 47402-1347
ANTONYMS 47133-0914
ANTONYMS 47362-1200
APOSTROPHE (THE) 47146-1248
ARCADE PAK 36123-0615
ARCHER 28144-1141
AREA 28176-1141
AREA AND PERIMETER 28318-1347
AREA AND PERIMETER 28174-1141
AREA OF RECTANGLE 11066-1282
AREA PERIMETER CIRCUMFERENCE 28013-1016
AREA PERIMETER CIRCUMFERENCE AND LINEAR MEASUREMENT 28020-1016
ARITH-MAGIC 28049-0659
ARITHMETIC PROGRESSIONS I 11030-0307
ARITHMETIC PROGRESSIONS II 11031-0307
ARNOLDS ASSISTANT 47250-1141
ARTILLERY 36109-0615
ASCII SWITCH 81006-1184
ASSEMBLER 64 76027-1343

Alphabetical Index

ASTEROIDZ 36107-0615
ASTRO CHASE 36150-1283
AT HOME INVENTORY 41010-1279
ATE-PAK 36145-0584
ATOM (THE) 37015-1248
ATOMS 37078-1347
ATTACK 36094-1248
AWARENESS BRIDGE-FLORA AND FAUNA OF THE EARTH 68074-1141
AWARENESS BRIDGE-HUMAN ECONOMIC AND DEMOGRAPHIC COND 68073-1141
AWARENESS BRIDGE-PHYSICAL GEOGRAPHY OF THE EARTH 68071-1141
AWARENESS BRIDGE-POLITICAL GEOGRAPHY OF THE EARTH 68072-1141

B

B-1 NUCLEAR BOMBER 36000-0448
BACKFIRE 28107-1248
BAGELS 36104-1200
BAGELS SUPREME 36105-1200
BALANCE BEAM 37018-1248
BALANCING ACT 60006-1248
BALANCING CHEMICAL EQUATIONS 19019-1282
BANDIT BILL 47223-1141
BANK STREET WRITER THE 47032-1086
BAR GRAPH 28122-1248
BAR GRAPH ANALYSIS 28043-0307
BARCHART (THE) 38001-1279
BASIC/BASIC-ENGLISH DICTIONARY 93004-0486
BASIC FICTION SKILLS 49014-0914
BASIC SKILLS PRACTICE A 47382-1116
BASIC SKILLS PRACTICE B 47383-1116
BASIC SKILLS PRACTICE C 47384-1116
BASIC SKILLS PRACTICE D 47385-1116
BATTLE TREK-A GALACTIC SPACE GAME 36087-1248
BEGINNING CAPITALIZATION 47287-1141
BEGINNING GEOGRAPHY 68007-0914
BEGINNING GRAMMAR 47288-1141
BEGINNING PUNCTUATION 47286-1141
BEGINNING SOUNDS 15018-1141
BELL RINGER 28115-1248
BIBLIOGRAPHY 49019-1248
BICYCLE SAFETY 59007-1141
BIDDER (THE)-MY PROFIT MARGIN 17003-1279
BILLING SOLVER THE 17005-1279
BILLS TOOL BOX 76035-1360
BINGO 36152-0307
BIOGRAPHIES 49015-0914
BIRDS 37009-0914
BIRTHDAY GUESSER 36140-1279
BLACKBOX 37044-1141
BLACKJACK 36039-1123
BLACKJACK TUTOR 59006-1256
BLENDS AND ENDS 47399-1347
BLOCK STACKER 37021-1248
BLOOD BANK (HEART & BLOOD) 51000-1248
BLT 22006-1141
BLUE TIGER CHASE 36186-1360
BOMBER ATTACK 36011-0448
BOMBER WORD 36149-0584
BOMBS AWAY 36111-0615
BONUS PACK 76026-1343
BOOKKEEPER 10000-0431
BOOKSHELF 49026-1200
BOOKSHELF 1 49023-1200
BOOKSHELF 2 49024-1200
BOXES 36089-1248
BRANDED 28114-1248
BREAKOUT 36042-1123
BUCK DODGERS 36028-0637
BUDGET 60003-1123
BUDGET II 60004-1123
BUDGETER 60015-0355
BUDGETER (THE) 60012-1279
BUG BLAST 36121-0615
BULLETIN BOARD (THE) 21000-1279
BULLS-EYE 37019-1248
BUNNY HOP 28138-1141
BUSINESS CALENDAR - PERSONAL DATA BASE 17004-1279
BUSINESS INVENTORY 44001-1279
BUSINESS RESEARCH 17002-1256
BY THE RULES 47262-1141

C

C64 FILE 76005-1123
C64 MORSE 21004-1123
CALC 76000-0431
CALCULUS I 11013-0307
CALENDAR 59018-1347
CALENDAR 15034-1200
CALENDAR 1 15028-1200
CALENDAR 2 15029-1200
CALENDAR MY APPOINTMENTS 59011-1279
CALORIMETRY 62009-0307
CALORIMETRY ANALYSIS 62001-0307
CALORIMETRY ANALYSIS 62025-0307
CANADA 68057-1141
CAPITAL INVESTMENT ANALYSIS 33000-0416
CAPITALIZATION 47024-1016
CAPITALIZATION & PUNCTUATION 47083-0914
CAPITALIZATION CONTEST - GRADES 3 & 4 47291-1141
CAPITALIZATION CONTEST - GRADES 4 & 5 47292-1141
CAPITALIZATION CONTEST - GRADES 5 & 6 47293-1141
CAPITALIZATION SERIES 47136-1248

Alphabetical Index

CARD CATALOG 49027-1200
CAREER SKILLS 59009-1200
CAREERS 59008-1200
CASH FLOW MODEL 10004-1279
CATALOGIT 49000-0914
CATCH (THE) 36127-1302
CATCH THE RHYMING FISH 47160-1248
CATERPILLAR 500 28100-1248
CATTLE-ROUND-UP 36112-0615
CBM PROFESSIONAL COMPUTER GUIDE 93008-0814
CC-2064 PARALLEL PRINTER CABLE & DRIVER SOFTWARE 80005-1326
CELLS 37000-1016
CENTRAL FORCE 62007-0307
CHECKBOOK BOOKY 60011-1279
CHEMICAL FORMULAS 19021-1141
CHEMICAL NOMENCLATURE 19022-1141
CHEMISTRY ANALYSIS I 19015-0307
CHEMISTRY ANALYSIS II 19016-0307
CHEMISTRY I 19003-0307
CHEMISTRY II 19004-0307
CHIEF JOSEPH 47261-1141
CIRCLE WORLD 36166-1348
CLASSES OF NOUNS 47391-1116
CLAY PIGEON 28123-1248
CLIENT TICKLER THE 17006-1279
CLOCK 15011-1248
CLOCK 15039-1200
CLOWNS 36156-1343
CLUB LISTER (THE) 24004-1279
COEXIST - POPULATION DYNAMICS 16001-0279
COLLIDE 36130-1302
COLOR ACCOUNT 60014-1345
COLUMN ADDITION 28310-1347
COMBINATIONS 72004-0307
COMMODORE 64 BASIC HANDBOOK (THE) 93014-0423
COMMODORE 64 DOS WEDGE 76029-1343
COMMODORE CASE 83000-0475
COMMODORE CASE 83001-0475
COMMODORE PILOT 64 76025-1343
COMMON DENOMINATOR 28286-1200
COMMUNICATIONS 37013-0914
COMMUNITY HELPERS 68010-0914
COMPARE FRACTIONS 28281-1200
COMPARING DECIMALS 28168-1141
COMPARING FRACTIONS 1 28206-1200
COMPARING FRACTIONS 2 28207-1200
COMPETE - PLANT COMPETITION 16002-0279
COMPOUND WORDS 47169-1248
COMPUCOVER DUST COVERS 83003-0546
COMPUTER ACQUIRE 36005-0448
COMPUTER BASEBALL STRATEGY 36013-0448
COMPUTER LITERACY INSTRUCTIONAL PROGRAM (CLIP) 22000-1016
COMPUTER STOCKS AND BONDS 36016-0448
COMPUTER ZOO 28137-1141
COMPUTERIZED PAGING SYSTEM 91001-1047
CONCENTRATION 36167-1348
CONCENTRATION 36071-1243
CONFLICT 2500 36004-0448
CONJUNCTIONS 47086-0914
CONNECTION (THE) - PRINTER INTERFACE 80004-0584
CONSONANT-VOWEL-CONSONANT (C-V-C) 47380-1282
CONSTELLATIONS 37079-1347
CONTRACTIONS 47082-0914
CONTRACTIONS 47173-1248
CONVERTING DECIMALS TO FRACTIONS 28170-1141
CONVERTING FRACTIONS AND PERCENTS 28011-1016
CONVERTING FRACTIONS AND PERCENTS AND PER WORD PROB 28019-1016
CONVERTING FRACTIONS to DECIMALS 28171-1141
COORDINATE 11054-1282
COORDINATE GEOMETRY 11037-0307
COSMIC CRUZER 36119-0615
COUNT EM 28065-1248
COUNT MULTIPLES 28277-1200
COUNTING 15033-1200
COUNTING 1 28189-1200
COUNTING 2 28190-1200
COUNTING 3 28191-1200
CRAPS 36038-1123
CREATURES OF THE DEEP 47222-1141
CRIBBAGE 36160-0355
CRICKET 36122-0615
CRYPTO 47031-1016
CRYPTOGRAMS 36026-0307
CUTOFF 36100-1248
CW MORSE 91002-1123
CYBER-FARMER 32000-0720
CYBER-FARMER 64 32001-0720
CYBORG 36138-0715

D

DAM BOMBER 36072-1243
DAREDEVIL DIVISION 28165-1141
DATASAVER (THE) 85000-0692
DEADLINE 36184-1333
DEAR DIARY 59012-1279
DEATH OF THE DINOSAURS 47228-1141
DEBUGGER PRO SERIES - SERIES 1 22010-1141
DEBUGGER PRO SERIES - SERIES 2 22011-1141
DEBUGGER PRO SERIES - SERIES 3 22012-1141
DEBUGGER PRO SERIES - SERIES 4 22013-1141
DEBUGGER PRO SERIES - SERIES 5 22014-1141
DECADES GAME (THE)-SERIES ONE 68084-1116
DECADES GAME(THE)-SERIES ONE 68085-1116
DECADES GAME(THE)-SERIES ONE 68086-1116
DECIMAL ADDITION 28247-1200

Alphabetical Index

DECIMAL COMPARISON 28259-1200
DECIMAL CONCEPT 28246-1200
DECIMAL CONVESSION 1 28256-1200
DECIMAL CONVERSION 2 28257-1200
DECIMAL DIVISION 28250-1200
DECIMAL EQUIVALENTS OF FRACTIONS 28084-1248
DECIMAL ESTIMATION 28258-1200
DECIMAL MULTIPLICATION 28249-1200
DECIMAL ROUNDING 28260-1200
DECIMAL SUBTRACTION 28248-1200
DECIMALS 28048-0659
DECIMALS 28335-1347
DECIMALS - ADDITION SUBTRACTION MULTIPLICATION & DIV 28009-1016
DECIMALS 1 28208-1200
DECIMALS 10 28222-1200
DECIMALS 2 28209-1200
DECIMALS 3 28210-1200
DECIMALS 4 28211-1200
DECIMALS 5 28212-1200
DECIMALS 6 28218-1200
DECIMALS 7 28219-1200
DECIMALS 8 28220-1200
DECIMALS 9 28221-1200
DECIMALS AND GRAPHS AND MEAN MEDIAN AND MODE 28018-1016
DECIMALS I 28044-0307
DECIMALS II 28045-0307
DEFENDER ON TRI 36135-1302
DEFINDER 47406-1347
DEFINITIONS 47134-0914
DELPHI 91000-0598
DELUXE ADDRESSER 50003-1256
DELUXE INVADERS 36023-1093
DEMOCRACY 68019-0914
DEMOLITION DERBY 37023-1248
DEPARTMENTAL FUND ACCOUNTING (ENCUMBRANCE) 67007-1030
DEPRECIATION/CRITICAL PATH/PROFIT ANALYSIS 17000-0416
DEPRECIATOR (THE) 33003-1279
DERBY 28153-1141
DERELICT 36162-1348
DEW DROP 37037-1248
DEVELOP-20 76037-1361
DEVELOP-64 76036-1361
DIASCRIPTIVE READING 47000-1016
DICTIONARY GUIDE WORDS 49016-1248
DICTIONARY SKILLS 49012-0914
DICTIONARY USE 49025-1200
DICTIONARY USE 1 49021-1200
DICTIONARY USE 2 49022-1200
DIET EVALUATION 40011-1200
DIFFERENTIATION OF ALGEBRAIC FUNCTIONS 11040-0307
DIFFERENTIATION OF TRIGONOMETRIC FUNCTIONS 11046-0307
DIFFUSION 19024-1282
DINNERS ON 41003-1256
DIRECT HIT 37020-1248
DIRECTION AND DISTANCE 36086-1248
DISCSAVERS 83007-1250
DISPEL 76011-1148
DIV. ALGOR. 1 28298-1200
DIV. ALGOR. 2 28300-1200
DIVISION 28034-0307
DIVISION CONCEPT 1 28294-1200
DIVISION CONCEPT 2 28295-1200
DIVISION DERBY 28309-1347
DIVISION FACTS 0-25 28273-1200
DIVISION FACTS 0-81 28280-1200
DIVISION OF FRACTIONS 28041-0307
DIVISION WITH DECIMALS 28172-1141
DNIEPER RIVER LINE 36020-0448
DONNAS TIMECLOCK 17013-1360
DOT-A-LOT 36148-0584
DRAGON GAME SERIES FOR LANGUAGE ARTS 47013-1016
DRAW POKER 36009-0448
DRIVER EDUCATION REVIEW 53005-1200
DRIVER EDUCATION SET 53003-1248
DROPPING THE FINAL E 47172-1248
DRUGS AND ALCOHOL 40007-1141
DUCKS 28127-1141
DXCC RECORD 21007-1123

E

E. T. A. 37035-1248
EARLY GAMES 15040-1286
EARLY HUMANS 68022-0914
EARTH AND ITS COMPOSITION (THE) 37005-0914
EARTHQUAKE 36168-1348
EARTHQUAKE 37030-1248
EASY GRAPHICS 64 38005-1343
EASY GUIDE TO YOUR COMMODORE 64 (THE) 93015-0423
EASYCALC 64 33012-1343
EASYFILE 64 24007-1343
EASYFINANCE 64 33013-1343
EASYLESSON 64 67014-1343
EASYMAIL 64 50006-1343
EASYPLOT 64 38003-1343
EASYQUIZ 64 67015-1343
EASYSCHEDULE 64 17011-1343
EASYSCRIPT 64 78004-1343
ECHO SPEECH SYNTHESIZER 81011-1332
ECOLOGICAL MODELING 68004-0279
ECOLOGY MODELING 68093-1360
ED PACK (H.S.) 53002-1256
ED-U-PAK 53006-0615
ELECTRIC FIELD ANALYSIS 62029-0307
ELECTRICITY 62037-0307
ELECTRICITY 37007-0914
ELECTRONIC POST OFFICE THE 50008-1360
ELEMENTARY MATRIX ALGEBRA OPERATIONS 11052-0279
EMERGENCIES AND FIRST AID 40005-1141
EMF OF ELECTROCHEMICAL CELLS 19011-0307

Alphabetical Index

ENCYCLOPEDIA KEY WORDS 49020-1248
END PUNCTUATION 47147-1248
END-IT 47364-1200
ENDING SOUNDS 15019-1141
ENERGY & THE INCLINED PLANE 62005-0307
ENERGY AT WORK 29001-0914
ENGLISH ACHIEVEMENT I-V 47378-1282
ENGLISH BASICS-ADJECTIVES (I AND II) 47017-1016
ENGLISH BASICS-ADVERBS (I AND II) 47018-1016
ENGLISH BASICS-CONTRACTIONS (I AND II) 47021-1016
ENGLISH BASICS-HOMONYMS (I AND II) 47019-1016
ENGLISH BASICS-NOUNS (I AND II) 47014-1016
ENGLISH BASICS-PRONOUNS (I AND II) 47015-1016
ENGLISH BASICS-SYNONYMS AND ANTONYMS (I AND II) 47020-1016
ENGLISH BASICS-VERBS (I AND II) 47016-1016
ENGLISH INVADERS 47398-1347
ENZKIN - ENZYME KINETICS 16003-0279
EQUATION BALANCER 19026-0307
EQUATIONS 11003-1016
EQUATIONS 11055-1282
EQUATIONS AND INEQUALITIES 28150-1141
EQUATIONS-ADDITION AND SUBTRACTION 28148-1141
EQUATIONS-MULTIPLICATION AND DIVISION 28149-1141
EUROPE-CAPITALS 68080-1200
EVALUATING ALGEBRAIC EXPRESSIONS 11002-1016
EVOLUT - EVOLUTION & NATURAL SELECTION 16004-0279
EXAM ANALYSIS SYSTEM 67013-0307
EXAM GENERATING SYSTEM 67012-0307
EXCUSE ME 47256-1141
EXPAND-O-RAM 80002-0584
EXPLORERS DIGEST (DIGESTION) 51001-1248
EXPONENTS AND LOGARITHMS 11038-0307
EXTERMINATOR 36131-1302
EXTRA PRACTICE SPELLING SERIES 47174-1248

F

FABULOUS LCM MACHINE/THE GENEROUS JACKPOT MINE 28093-1248
FACTOR WHEEL 28315-1347
FACTORIALS AND THE COUNTING PRINCIPLE 72001-0307
FACTORING PERFECT SQUARE TRINOMIALS 11062-1200
FACTORING THE DIFFERENCE OF SQUARE 11063-1200
FACTORING TRINOMIALS 11061-1200
FACTORING TRINOMIALS WITH COMMON MONOMIAL FACTORS 11064-1200
FACTORING WHOLE NUMBERS 28050-0659
FACTORS AND MULTIPLES 28173-1141
FACTS AND OPINIONS 68035-1248
FARADAYS LAW 27003-0307
FARM 32004-1141
FARM LIFE 68005-0914
FARMERS WORKBOOK 32002-0720
FAS-FILE 24001-0946
FAST ADD 28262-1200
FAST FACTS 28146-1141
FAT CHANCE 28102-1248
FATHER OF OUR COUNTRY 47237-1141
FEAR OF CHOCOLATE 47266-1141
FERTILE FIELDS 37033-1248
FILE SAFE 76034-1351
FILE-FAX 24000-1028
FILEWRITER/FILEREADER 76004-1123
FINAL WORD (THE) 78001-1089
FINANCE 33001-1123
FINANCE I 60000-0416
FINANCIAL AID MANAGEMENT (FAM-83) 67004-1030
FIND THE WORDS 36142-1279
FINDING A PERCENT OF A NUMBER 28025-1016
FIRE 36097-1248
FIRE THE 47267-1141
FIRST GRADE-TEN SECOND CLUB 28135-1141
FIRST GRADE-TWENTY PROBLEM CLUB 28136-1141
FISH 68075-1141
FLASH SPELL HELICOPTER 47379-1282
FLASH SPELLING 47029-1016
FLIP DISK 36027-0637
FLOW OF HEART 40009-1200
FORCE 62042-1141
FOREIGN LANGUAGE SERIES - 1 34000-1166
FOREIGN LANGUAGE SERIES - 2 34001-1166
FOREIGN LANGUAGE SERIES - 3 34002-1166
FOREIGN LANGUAGE SERIES - 4 34003-1166
FORMULA EVALUATION 11036-0307
FORMULAS 27004-1123
FORMULAS OF COMPOUNDS DRILL 19014-0307
FORTY FATHOMS 36159-1343
FOUR BASIC READING SKILLS 47381-1116
FOUR PORT INTELLIGENT SWITCH 81005-1184
FRACTION COMPARISONS 28235-1200
FRACTION CONCEPT 28231-1200
FRACTION CONCEPT 1 28199-1200
FRACTION CONCEPT 2 28200-1200
FRACTION CONCEPT 3 28201-1200
FRACTION EQUIVALENTS 1 28236-1200
FRACTION PARTS 1 28202-1200
FRACTION PARTS 2 28203-1200
FRACTION REDUCING 28237-1200
FRACTION SYMBOLS 1 28204-1200
FRACTION SYMBOLS 2 28205-1200

Alphabetical Index

FRACTION-EQUIV. 1 28285-1200
FRACTIONS 28055-0914
FRACTIONS 28051-0659
FRACTIONS - ADDITION AND SUBTRACTION 28007-1016
FRACTIONS - ADDITION SUBTRACTION MULT & DIVISION 28017-1016
FRACTIONS - MULTIPLICATION AND DIVISION 28008-1016
FRACTIONS AS A PERCENT 28024-1016
FRACTIONS CONCEPT 2 28232-1200
FROM LAUNCH TO LANDING 47247-1141
FROM TADPOLES TO TOADS 47238-1141
FUEL PIRATES 36067-1243
FUN FRACTIONS 28305-1286
FUN PREDICTIONS 59019-1347
FUNCTION PLOTTER 11060-1248
FUNDAMENTALS OF MATHEMATICS 28302-1278

G

GAINS IN GRAMMAR - GRADES 3 & 4 47297-1141
GAINS IN GRAMMAR - GRADES 4 & 5 47298-1141
GAINS IN GRAMMAR - GRADES 5 & 6 47299-1141
GALAXY 36017-0448
GAME PAK 36124-0615
GAME THE 47269-1141
GAS LAW ANALYSIS 62022-0307
GASOLINE UN-GUZZLER -THE 29002-1279
GENERAL GAS LAWS 62013-0307
GENETICS 16007-1282
GEOGRAPHY SMASH 68092-1347
GEOGRAPHY TERMS 68058-1141
GEOMETRIC PROGRESSIONS I 11032-0307
GEOMETRIC PROGRESSIONS II 11033-0307
GEOMETRICAL AREAS 11019-0307
GIANT BIRD THE 47212-1141
GLOSSARY OF USAGE 47119-0914
GOLF 71001-1123
GOLF SCORECARD 71003-1279
GOOD HEALTH HABITS 40000-0914
GORF 36022-1093
GORTEK AND THE MICROCHIPS 22017-1343
GOTCHA MATH 28319-1347
GRADE AVERAGES 67002-1016
GRADE MY KIDS 67011-1279
GRADER 67010-1141
GRAM - MOLECULAR MASS 19000-0307
GRAND PRIX PRODUCTS 28152-1141
GRAPHING 11007-1016
GRAPHING EXPONENTIAL FUNCTIONS 11010-1016
GRAPHS AND MEAN MEDIAN AND MODE 28010-1016
GRAVE ROBBERS 36175-1349
GREASED LIGHTNING 28151-1141
GREAT DETECTIVES THE 47227-1141
GREAT TIMES MOTEL 28086-1248
GREATER THAN/LESS THAN 28077-1248
GREATER THAN/LESS Than (3G LIGHT PEN) 28078-1248
GREEN MACHINE (THE) 16008-1248
GRIDRUNNER 36081-1243
GROCERY MART 41002-1256
GROWTH OF THE UNITED STATES 68016-0914
GUARD DOGS 47257-1141
GUESS THAT WORD 47163-1248
GUESSTIMATOR 28089-1248
GUESSTIMATOR-B 28092-1248
GUNS OF FORT DEFIANCE 36012-0448
GUS 47232-1141
GUZINTA MOTEL 28087-1248

H

HABER-AMMONIA SYNTHESIS 19018-0279
HAIKU 47194-1248
HANGBUG 47395-1347
HANGVIC 36050-1123
HARD AND SOFT C 47170-1248
HARD AND SOFT C 47170-1248
HARD AND SOFT G 47171-1248
HAT IN THE RING-A PRESIDENTIAL ELECTION GAME 68033-1248
HAUNTED HOUSE 36164-1348
HAY DAY 37022-1248
HEAD ON 36115-0615
HEALTH AND OUR BODIES 40002-0914
HEART LAB 16000-1016
HEART PARTS 40008-1200
HEAT 62035-0307
HEAT OF FUSION AND FORMULA OF A COMPOUND 19025-1282
HEATS OF FUSION/VAPORIZATION 62011-0307
HES CARD 20 80001-1243
HES MON 76015-1243
HES WRITER 78002-1243
HESMODEM 91003-1243
HESMON 64 76018-1243
HESSTICK I 81007-1243
HESWRITER 64 78003-1243
HICKORY DICKORY DOCK 15022-1141
HIGH DIVING DAN - SERIES 1 47289-1141
HIGH DIVING DAN - SERIES 2 47290-1141
HIGH SEAS/FUR TRAPPER 36060-1256
HIGHER SAME LOWER 54003-1248
HIPAD DIGITIZER 81009-1196
HISTOGRAM GENERATION AND ANALYSIS-CHANGE IN MASS 37067-0307
HISTOGRAM GENERATION AND ANALYSIS-DECOMP OF WATER 37072-0307
HISTOGRAM GENERATION AND ANALYSIS-DENSITY OF A GAS 37070-0307

Alphabetical Index

HISTOGRAM GENERATION AND ANALYSIS-DENSITY OF LIQUIDS 37069-0307
HISTOGRAM GENERATION AND ANALYSIS-DENSITY OF SOLIDS 37068-0307
HISTOGRAM GENERATION AND ANALYSIS-SATURTD SOLUTIONS 37071-0307
HISTOGRAM GENERATION AND ANALYSIS-VOL BY DISPLACEMNT 37066-0307
HISTOGRAM GENERTN & ANALYSIS-2 CMPDS COPR & CHLORINE 37074-0307
HISTOGRAM GENERTN & ANALYSIS-OLEIC ACID MOLECLR LYR 37077-0307
HISTOGRAM GENERTN & ANALYSIS-SYNTH OF ZINC CHLORIDE ... 37073-0307
HISTOGRAM GENERTN & ANALYSIS-THERMAL EXPN OF SOLIDS 37075-0307
HISTOGRAM GENERTN & ANALYSIS-THICKNESS OF A THIN SHT 37076-0307
HOLIDAYS & FESTIVALS 68008-0914
HOME ADDRESS BOOK 41005-1256
HOME APPLICATIONS FOR THE COMMODORE 64 PERSONAL COMPUTER 93011-1351
HOME APPLICATIONS FOR THE VIC-20 PERSONAL COMPUTER 93012-1351
HOME APPLICATIONS & GAME PACKAGE 41018-1351
HOME BUDGET 41009-1279
HOME I 41000-0416
HOME INVENTORY 41004-1256
HOME PAK .2 41019-1351
HOMONYM MACHINE 47187-1248
HOMONYMS I 47080-0914
HOMONYMS II 47081-0914
HOMOPHONES 47365-1200
HORSE RACE HANDICAPPING 71000-0530
HOW TO PROGRAM IN THE BASIC LANGUAGE 22015-1278
HOW TO READ IN THE CONTENT AREAS (LITERATURE) 47004-1016
HOW TO READ IN THE CONTENT AREAS (MATHEMATICS) 47005-1016
HOW TO READ IN THE CONTENT AREAS (SOCIAL STUDIES) 47003-1016
HOW TO READ IN THE CONTENT AREAS-SCI SS LIT MATH 47001-1016
HOW TO READ IN THE CONTENT AREAS-SCIENCE 47002-1016
HPS-HOG PRODUCTION SYSTEM 32003-0720
HUMAN BODY (THE)-AN OVERVIEW 37054-1116

I

I LOVE AMERICA SERIES - HISTORY STAR 68027-1166
I LOVE AMERICA SERIES - SMALL TOWN U.S.A. 68025-1166
I LOVE AMERICA SERIES - U.S. CITIES 68026-1166
I LOVE AMERICA SERIES - UNITED STATES MAP 68028-1166
I/0 CONNECTOR 81001-1123
I.Q. (NERVOUS SYSTEM) 51005-1248
IDENTIFYING COMPLETE SENTENCES 47157-1248
IMPROPER FRACTION 1 28244-1200
IMPROPER FRACTION 2 28245-1200
IMPROVING WRITING STYLE SENTENCE BEGINNINGS (A & B) 47098-0914
IMPROVING WRITING STYLE-COORDINATION (A&B) 47094-0914
IMPROVING WRITING STYLE-EXCESS WORDS 47099-0914
IMPROVING WRITING STYLE-FAULTY COORDINATION 47095-0914
IMPROVING WRITING STYLE-PARALLEL STRUCTURE (A & B) ... 47097-0914
IMPROVING WRITING STYLE-SUBORDINATION 47096-0914
INELASTIC COLLISIONS 62006-0307
INEQUALITIES 28269-1200
INFOTORY 44000-1120
INSECTS 37008-0914
INSTANT (FREEZE DRIED COMPUTER PRGMG IN) BASIC-2ND ED 93003-0486
INTEGERS 1 28313-1347
INTEGRATION 11050-0307
INTEGRATION 11049-0307
INTEGRATION 11051-0307
INTEGRATION 11048-0307
INTEGRATION OF ALGEBRAIC FUNCTIONS 11045-0307
INTEGRATION OF TRIGONOMETRIC FUNCTIONS 11047-0307
INTELLECT-UL LISP 76013-1148
INTERCEPTOR 37027-1248
INTERMEDIATE LONG DIVISION 28155-1141
INTERP-WAVE SUPERPOSITION 62039-0279
INTRODUCTION TO BASIC I 22016-1343
INTRODUCTION TO DECIMALS 28166-1141
INTRODUCTION TO DECIMALS ON THE COMPUTER 28027-1016
INTRODUCTION TO GRAPHING ON THE COORDINATE PLANE 11008-1016
INTRODUCTION TO MATHEMATICS ON THE COMPUTER 28026-1016
INTRODUCTION TO PERCENT 28023-1016
INTRUDER 36101-1248
INVASION 47264-1141
INVENTIONS AND INVENTORS 68087-1347
INVENTORY OF EQUIPMENT 67000-1016
INVESTMENT ANALYST (THE) 60008-1279

Alphabetical Index

IS PIPELINE RANDOM ACCESS PRINTING BUFFER 81004-02223
ITS TRAVEL TIME 41014-1279
ITS/IT'S-YOUR/YOU'RE 47191-1248

J·K·L

JAY WALKER 36033-0637
JEEP JAMBOREE 28126-1141
JOGGERS LOGGER 59014-1279
JUNIOR HIGH MATH I 28031-0307
JUNIOR HIGH VOCABULARY I 47034-0307
JUNIOR HIGH VOCABULARY II 47036-0307
JUNIOR/SENIOR HIGH SPELLING I 47037-0307
JUNIOR/SENIOR HIGH SPELLING II 47038-0307
JUPITER LANDER 36153-1343
KEYBOARDING 59000-1016
KEYQUEST 36037-1047
KICKMAN 36158-1343
KIDSTUFF 22002-1124
KONGO KONG 36180-1349
KRAZY KONG 36132-1302
KRUSHER 36088-1248
LASER BLITZ 36068-1243
LASER PERCENTS 28314-1347
LAST OF THE NINTH 28105-1248
LATITUDE/LONGITUDE 68079-1200
LAWN OF THE LOST RINGS 28112-1248
LAY/LIE 47193-1248
LEARNING ABOUT CATALOG CARDS 49004-0914
LEARNING HOW TO UNDERSTAND THE TITLE PAGE 49006-0914
LEARNING HOW TO USE THE TABLE OF CONTENTS 49005-0914
LEARNING TO LOCATE BOOKS ON THE SHELF 49008-0914
LEARNING TO UNDERSTAND THE CARD CATALOG 49009-0914
LEARNING TO UNDERSTAND THE COPYRIGHT NOTICE 49013-0914
LEARNING TO USE AN INDEX 49007-0914
LEASE/BUY 17010-1279
LESS THAN-GREATER THAN 28141-1141
LETTERS AND NUMBERS PROGRAM 15007-1238
LIBRARY TERMS 49017-1248
LIFE IN THE OCEANS 37006-0914
LIFESPAN 36025-1093
LIGHT 37014-0914
LIGHT BULBS 1 37051-1200
LIGHT BULBS 2 37052-1200
LIGHT FIVE 37025-1248
LIGHTNING SORT 76023-1279
LIGHTS OUT 28116-1248
LINEAR EQUATIONS 11035-0307
LINEAR KINEMATICS 62002-0307
LINEAR MEASUREMENT 28014-1016
LINEAR PROGRAMMING 72013-0416
LINEAR REGRESSION 72014-0416
LINES AND SPACES OF THE TREBLE CLEF 54002-1248
LINKOVER - GENETIC MAPPING 16005-0279
LIVING THINGS 37004-0914
LOAN AMORTIZATION 33014-1347
LOAN REPAYER (THE) 33008-1279
LOCOMOTIVE (3G LIGHT PEN) 28076-1248
LOGO 76024-1343
LONG DIVISION 28021-1016
LONG DIVISION 28081-1282
LONG JOURNEY (THE) 47220-1141
LONG MULTIPY 28282-1200
LONG VOYAGE (THE) 47248-1141
LONGITUDINAL STANDING WAVES 62017-0307
LOOKING AND FEELING YOUR BEST 40003-1141
LORDS OF KARMA 36001-0448
LUNAR LANDER 36051-1123

M

MATCH GAME PROGRAM 15008-1238
MA BELL 21001-1279
MADE FOR THE DESERT 47215-1141
MAESTRO MUSICA-SERIES 1 54006-1141
MAESTRO MUSICA-SERIES 2 54007-1141
MAESTRO MUSICA-SERIES 3 54008-1141
MAESTRO MUSICA-SERIES 4 54009-1141
MAGIC SQUARES 28032-0307
MAILING LIST PROGRAM 50000-1016
MAILMAN THE 50004-1279
MAKE A SENTENCE 47158-1248
MAKING AN OUTLINE 47162-1248
MAMMALS 37010-0914
MANSION/MUSEUM/PENTAGON 36059-1256
MAP DIRECTIONS 1 68077-1200
MAP DIRECTIONS 2 68078-1200
MAPS AND GLOBES 68029-1248
MARI (MEDICAL ACCOUNTS RECEIVABLE AND INSURANCE) 10001-0720
MARS 36165-1348
MARSH HOPPER 36029-0637
MAST SYSTEM 2 81003-0944
MATCH MASTER-AMERICAN INVENTORS 68059-1141
MATCH MASTER-BLACK AMERICANS 68060-1141
MATCH MASTER-EXPLORERS 68061-1141
MATCH MASTER-FAMOUS WOMEN 68063-1141
MATCH MASTER-PRESIDENTS 68062-1141
MATCH MASTER-SCIENTISTS 68064-1141
MATCHING AND USING NUMBERS 28052-0914
MATCHING CAPITAL LETTERS 47151-1248
MATCHING CAPITAL LETTERS (3G LIGHT PEN) 47152-1248
MATCHING EQUIVALENT NOTES 54005-1248

Alphabetical Index

MATCHING GEOMETRIC FIGURES 28056-0914
MATCHING RHYTHMS 54004-1248
MATCHING SHAPES 15013-1248
MATCHING SMALL WITH CAPITAL LETTERS 47161-1248
MATCHING WORDS 47155-1248
MATCHING WORDS (3G LIGHT PEN) 47156-1248
MATH BASEBALL 28001-1016
MATH BID 28064-1248
MATH DIVING 28223-1200
MATH DIVING 1 28183-1200
MATH DIVING 2 28184-1200
MATH DRILL 28060-1123
MATH EXPEDITION 28120-1248
MATH FACTS 28227-1200
MATH FACTS 1 28194-1200
MATH FACTS 2 28195-1200
MATH FOR EVERYDAY LIVING 11000-1016
MATH GOLF 28094-1248
MATH INVADERS 28002-1016
MATH IQ 28312-1347
MATH MAGICIAN (THE) 28304-1279
MATH MARAUDERS 28142-1141
MATH MEASUREMENTS 28058-0914
MATH MOONWALK 28121-1248
MATH SAFARI 28082-1248
MATH SHOOTOUT 28074-1248
MATH SPIN 28088-1248
MATH WITH MICROMAN 28145-1141
MATHMAN 28311-1347
MATHO 28330-1347
MATHWORK 28317-1347
MATTER 37011-0914
MATTER AND ENERGY 37003-0914
MAXI TAXI 15010-1248
MAXIMA/MINIMA PROBLEMS - PART I 11041-0307
MAXIMA/MINIMA PROBLEMS - PART II 11042-0307
MAZE OF MIKOR 36062-1243
MEAN MODE MEDIAN 72010-0307
MECHANICS CAPITALIZATION (C) 47108-0914
MECHANICS-CAPITALIZATION (B) 47107-0914
MECHANICS-CAPTIALIZATION (A) 47106-0914
MECHANICS-COMMAS 47104-0914
MECHANICS-END MARKS 47103-0914
MECHANICS-QUOTATIONS 47105-0914
MEDAL WINNER 28085-1248
MEDIA REGISTER 24008-1347
MEDICAL RECORDS 41011-1279
META MUSIC I 54013-1343
METEOR BATTLE 36044-1123
METRIC BRAIN (THE) 28303-1279
METRIC JUMP 37024-1248
METRIC LINE 28178-1141
METRIC OBSTACLE COURSE 1 28179-1141
METRIC OBSTACLE COURSE 2 28180-1141
METRIC OBSTACLE COURSE 3 28181-1141
MICROMOUSE 81000-0530
MICROPHYS ATTENDANCE SYSTEM 67003-0307
MICROPHYS MAIL LIST/TELEPHONE DIRECTORY 50001-0307
MICROPHYS SPELLING PROGRAM-51 47040-0307
MICROPHYS SPELLING PROGRAM-52 47041-0307
MIDDLE AGES (THE) 68020-0914
MIDWAY CAMPAIGN 36015-0448
MILES OF MAGNIFICENT SPACE 47229-1141
MIND STETCHER SERIES - JINX/WELTER 36058-1166
MIND STRETCHER SERIES - BLACK/KAYLES 36057-1166
MIND STRETCHER SERIES - JIGSAW 36054-1166
MIND STRETCHER SERIES - JIGSAW/TRAFFIC JAM 36055-1166
MIND STRETCHER SERIES - RUBIK/CANDLES 36056-1166
MIRRORS AND LENSES 62018-0307
MISPLACED OR DANGLING MODIFIERS 47182-1248
MISSILE MATH 28047-0307
MISSILE SPELLING/GRADE 10 47068-0307
MISSILE SPELLING/GRADE 11 47069-0307
MISSILE SPELLING/GRADE 12 47070-0307
MISSILE SPELLING/GRADE 4 47062-0307
MISSILE SPELLING/GRADE 5 47063-0307
MISSILE SPELLING/GRADE 6 47064-0307
MISSILE SPELLING/GRADE 7 47065-0307
MISSILE SPELLING/GRADE 8 47066-0307
MISSILE SPELLING/GRADE 9 47067-0307
MISSING MATH FACTS 28028-1016
MISSING NUMBERS 1-2-3-5-10 28134-1141
MISSING NUMBERS-BY FIVES 28132-1141
MISSING NUMBERS-BY ONES 28130-1141
MISSING NUMBERS-BY TENS 28133-1141
MISSING NUMBERS-BY TWOS 28131-1141
MISSING OPERANDS-INTEGERS 28229-1200
MISSING OPERANDS-WHOLE NUMBERS 28230-1200
MISSPELL 47393-1347
MISSPELL 2 47407-1347
MIXED FRACTION 1 28242-1200
MIXED FRACTION 2 28243-1200
MIXED UP WORDS 36141-1279
MODE MEDIAN AND MEAN 28042-0307
MODERN TOPICS 62038-0307
MODULAR ARITHMETIC 28035-0307
MOLARITY CONCEPT 62028-0307
MOLARITY CONCEPT THE 19002-0307
MOLE CONCEPT (THE) 19001-0307
MOMENTUM & ENERGY 62004-0307
MOMS MAD 47231-1141
MONEY 15001-0914
MONEY CHANGE 15038-1200
MONEY CHANGE 1 15031-1200
MORE PREFIXES 47176-1248
MORE SUFFIXES 47178-1248
MORE THAN 32 BASIC PROGRAMS FOR THE COMMODORE COMPUTER 93001-0486
MORE THAN 32 BASIC PROGRAMS FOR THE VIC COMPUTER 93000-0486
MORSE CODE 21011-1123
MORSE CODE TRAINER 21002-1286

Alphabetical Index

MORSE TRAINER 21009-1123
ORTGAGE CALCULATOR (THE) 33004-1279
MORTGAGE COMPARER (THE) 33005-1279
MOTHERS RECIPES 41015-1279
MOTION PROBLEMS I (OPPOSITE DIRECTIONS) 62044-1282
MOTION PROBLEMS II (ROUND TRIP AND OVERTAKING) 62045-1282
MOW 36114-0615
MUD BUGS (THE) 47209-1141
MULT. ALGOR. 1 28292-1200
MULT. ALGOR. 2 28293-1200
MULT. ALGOR. 3 28296-1200
MULTILANCHE 28324-1347
MULTIPLICATION 28033-0307
MULTIPLICATION AND DIVISION 28059-0914
MULTIPLICATION AND DIVISION OF WHOLE NUMBERS 28004-1016
MULTIPLICATION CONCEPTS 28290-1200
MULTIPLICATION CONCEPTS 2 28299-1200
MULTIPLICATION FACTS 0-100 28279-1200
MULTIPLICATION OF FRACTIONS 28040-0307
MULTIPLICATION PROGRAM 28063-1238
MULTIPLICATION RACE 28316-1347
MULTIPLICATION TUTOR 28333-1347
MULTIPLICATION/DIVISION MACHINE 1 28291-1200
MULTIPLICATION/DIVISION MACHINE 2 28297-1200
MULTIPLY FACTS 0-25 28272-1200
MULTIPLYING BINOMIALS 11065-1200
MULTIPLYING DECIMALS 28169-1141
MULTIPLYING FRACTIONS 28118-1282
MUNCHMAN 36108-0615
MUNCHWORD 47400-1347
MUSIC COMPOSER 54015-1343
MUSIC MACHINE 54014-1343
MUSICMAKER 54012-0615
MY CHILDS MILESTONES 41017-1279
MY CREDIT CARDS 41012-1279
MY OWN DECISION 47260-1141

N

N-LV-ADJ PATTERN 47376-1200
N-LV-N PATTERN 47375-1200
N-V PATTERN 47373-1200
N-V-N PATTERN 47374-1200
NAME AND ADDRESS FILE 41001-1123
NAME MACHINE THE 50005-1343
NAMING COMPOUNDS DRILL 19013-0307
NAMING NUMBERS 28129-1141
NATIONS 68090-1347
NATURES WONDERS 47226-1141
ND & L INTERNAC BILLING SYSTEM (NIBS) 67008-1030
NEBS COMPUTER FORMS 96000-1209
NEED ANALYSIS 67005-1030
NET WORTH STATEMENT 60007-1279
NEVER AGAIN 47268-1141
NEW GIRL THE 47213-1141
NEW WORLD (THE) 47244-1141
NEWTON-SATELLITE ORBITS 62041-0279
NO COMPLAINTS 47263-1141
NORMALITY CONCEPT 62027-0307
NOTES-TREBLE 54010-1200
NOTICING NOUNS 47300-1141
NOUN (THE) 47140-1248
NOUNS 47358-1200
NOUNS-Z 47367-1200
NUCLEAR SUB 36174-1348
NUISMATIC PHANATIC 59015-1279
NUKEWAR 36006-0448
NUMBER JUMPER 28098-1248
NUMBER SEQUENCE 15036-1200
NUMBER SEQUENCE 1 15030-1200
NUMBERS I 15044-1347
NUMBERS II 15045-1347
NUMBERS III 15046-1347
NUMBOWL 28090-1248
NUMERAL NAMES 15037-1200
NUTRITION 40004-1141

O

OBRIEN VOCABULARY PLACEMENT TEST (THE) 47008-1016
OCEANS AND CONTINENTS 68034-1248
OIL RIG 37017-1248
OIL WELL 28095-1248
OMEGA RACE 36154-1343
ON THE LINE 28113-1248
OPTICS ANALYSIS 62023-0307
ORDER TRACKER 45000-1279
ORDERIT 49001-0914
OREGON TRAIL (THE) 47249-1141
OUR BODIES 40001-0914
OUR FIFTY STATES 68056-1141
OUR WEIRD AND WACKY WORLD 47006-1016
OUR WEIRD AND WACKY WORLD(CRITICAL READING PROGRAM) 47007-1016
OUR WILD AND CRAZY WORLD 47009-1016
OUR WILD AND CRAZY WORLD (CRITICAL READING PROGRAM) 47010-1016
OUT OF SIGHT 47252-1141
OVERDUE BOOKS PROGRAM 49002-0914

Alphabetical Index

P-Q

PADDED CELLS 36030-0637
PAIL GREEN 28108-1248
PAK BOMBER 36069-1243
PARALLEL CIRCUIT ANALYSIS 27001-0307
PARALLEL PRINTER 80003-0584
PARATROOPER 36120-0615
PARKING LOT 36102-1248
PARTING SHOTS 28091-1248
PARTS OF SPEECH 47397-1347
PARTS OF THE MICROSCOPE 37001-1016
PATH MASTER 28154-1141
PDBASE 76012-1148
PERCENT CONCENTRATION 19009-0307
PERCENT CONCEPTS 28251-1200
PERCENT ESTIMATION 28252-1200
PERCENT PROBLEMS 28037-0307
PERCENT WORD PROBLEMS 28012-1016
PERCENT-BASE 28254-1200
PERCENT-RATE 28253-1200
PERCENTAGE 28255-1200
PERCENTAGES 28022-1016
PERCENTS 1 28213-1200
PERCENTS 2 28214-1200
PERCENTS 3 28215-1200
PERCENTS 4 28216-1200
PERCENTS 5 28217-1200
PERIMETER 28175-1141
PERIODIC QUIZ 19020-1141
PERMUTATIONS 1 72002-0307
PERMUTATIONS 2 72003-0307
PERMUTATIONS AND COMBINATIONS ... 72005-0307
PET/CBM AND THE IEEE 4888 BUS 93007-0814
PET/CBM CROSS REFERENCE PROGRAM 76007-1140
PET/CBM - AN INTRODUCTION TO BSC PRGMG & APPLICATIONS 93002-1044
PET-CALC 53001-1140
PET EMULATOR 76028-1343
PET FUN AND GAMES 93010-0814
PET PERSONAL COMPUTER GUIDE 93006-0814
PFAS THE ISAM FOR PASCAL 24002-0946
PH CONCEPT 19010-0307
PHONE DIRECTORY (THE) 41007-1279
PHONOGRAMS 47366-1200
PHOSFORM PROGRAMMER UTILITY FOR PASCAL 76003-0946
PHOTOELECTRIC EFFECT 62030-0307
PHYSICAL SCIENCE SERIES - 2 COMPNDS OF COPR & CHOLOR 37064-0307
PHYSICAL SCIENCE SERIES - COMPOSITION OF COMPNDS II 37063-0307
PHYSICAL SCIENCE SERIES - COMPOSITION OF COMPOUNDS I 37062-0307
PHYSICAL SCIENCE SERIES - DECOMPOSITION OF WATER 37060-0307
PHYSICAL SCIENCE SERIES - DENSITY OF A GAS 37058-0307
PHYSICAL SCIENCE SERIES - DENSITY OF LIQUIDS 37057-0307
PHYSICAL SCIENCE SERIES - DENSITY OF SOLIDS 37056-0307
PHYSICAL SCIENCE SERIES - SATURATED SOLUTIONS 37059-0307
PHYSICAL SCIENCE SERIES - SYNTHESIS OF ZINC CHLORIDE 37061-0307
PHYSICAL SCIENCE SERIES - THICKNESS OF A THIN SHEET 37065-0307
PHYSICAL SCIENCE SERIES - VOLUME BY DISPLACEMENT 37055-0307
PHYSICS I 62000-0307
PHYSICS II 62001-0307
PIANO NOTES 54011-1200
PICKUP 36093-1248
PICTURE PARTS 28030-1093
PILL BOX (THE) 41016-1279
PINBALL 36065-1243
PINBALL IQ 28099-1248
PIRATES PERIL 36080-1243
PLACE VALUE 28228-1200
PLACE VALUE 1 28197-1200
PLACE VALUE 2 28264-1200
PLANET MINERS 36003-0448
PLANTS AND HOW THEY GROW 16006-0914
PLOTTING POINTS ON THE COORDINATE PLANE 11009-1016
PLURAL NOUNS 47180-1248
PLURALS 47357-1200
POKER 36151-0307
PONDS FORESTS PRAIRES 47241-1141
PONTOON MASTER 36031-0637
POST TIME 36092-1248
POST-HASTE MAILING LIST PROGRAM 50002-0946
POTATOE FACTORY (BASE NUMBERS) 28306-1282
PREDICTOR-LINEAR REGRESSION THE 17007-1279
PREFIXES 47175-1248
PRESENT VALUE 33011-1279
PRESIDENTS 68091-1347
PRESIDENTS 68023-1123
PRICE SHOPPER 41006-1256
PRIME FISHIN 28096-1248
PRIME NUMBER 28083-1248
PRINT MY PROGRAM 76022-1279
PRINTER DRIVE CARTRIDGE 83009-0584
PROBABILITY I 72006-0307
PROBABILITY II 72007-0307
PROBABILITY III 72008-0307
PROBABILITY IV 72009-0307
PROBE 36095-1248
PROBLEM SOLVING 15002-0914
PROFIT SHARING PLAN 60009-1279
PROJECTILE ANALYSIS 62024-0307
PROJECTILE ANALYSIS 62000-0307
PROJECTIVE MOTION 62003-0307
PROPORTION PROBLEMS 28036-0307
PROTECTOR 36076-1243
PULLEY SYSTEMS-MACHINES 62008-0307
PUMPING IRON 28110-1248

Alphabetical Index

PUNCTUATION I-THE PERIOD QUESTN MRK & EXCLMTN POINT 47022-1016
PUNCTUATION II-THE COMMA 47023-1016
PUNCTUATION PROGRESS - GRADES 3 & 4 47294-1141
PUNCTUATION PROGRESS - GRADES 4 & 5 47295-1141
PUNCTUATION PROGRESS - GRADES 5 & 6 47296-1141
PUNCTUATION SERIES 47148-1248
PUTTING FICTION BOOKS IN ALPHABETICAL ORDER 49018-1248
PYRAMID 36170-1348
QUADRATIC EQUATIONS 11015-0307
QUEENS BEDROOM (THE) 36078-1243
QUEST 36169-1348
QUICK 36096-1248
QUICK CHART 38004-0355
QUIETLINE 6 83006-1041
QUOTATION MARKS 47025-1016

R

RACE CAR FACTS 28224-1200
RACE CAR FACTS 1 28185-1200
RACE CAR FACTS 2 28186-1200
RACEFUN 36133-1302
RADAR RAT RACE 36155-1343
RAID ON ISRAM 36074-1243
RAM 36091-1248
RANGE VARIANCE STANDARD DEVIATION 72011-0307
RATIOS 17009-1279
READ AND SOLVE MATH PROBLEMS 28000-1016
READ TEST 47135-1123
READABILITY INDEX 47030-1016
READING COMPREHENSION-SET A 47199-1248
READING COMPREHENSION-SET B 47200-1248
READING COMPREHENSION-SET C 47201-1248
READING COMPREHENSION-SET D 47202-1248
READING RACER ONE 47150-1248
RECOGNIZING FULL SENTENCES 47077-0914
RECOGNIZING NOUNS 47078-0914
RECOGNIZING VERBS 47079-0914
RECREATIONAL/EDUCATION DISK 47039-0307
REDUCING FRACTIONS 28334-1347
REFRACTION OF LIGHT 62019-0307
REGIONS OF THE UNITED STATES 68003-1016
RELATIVE RATES PROBLEMS - PART I 11043-0307
RELATIVE RATES PROBLEMS - PART II 11044-0307
REMARK DELETER 76010-1140
REMEMBER 15041-1347
RESCUE FROM NUFON 36134-1302
RESEARCH ASSISTANT 2.0 49028-1344
RETRO BALL 36082-1243
REWRITING VERBAL PHRASES AS 11053-1016
REWRITING VERBAL PHRASES AS ALGEBRAIC EXPRESSIONS 11053-1016
RIVER BOAT 36053-1123
RIVER RUN 37031-1248
RKINET - REACTION KINETICS 19017-0279
RNAV-3 NAVIGATOR-NORTHEAST UNITED STATES 59005-1256
RNAV-3 NAVIGATOR-PACIFIC COAST 59003-1256
RNAV-3 NAVIGATOR-WESTERN UNITED STATES 59004-1256
ROAD LINES AND INTERSECTIONS 68082-1200
ROAD RALLY 47219-1141
ROADRACER 36014-0448
ROBOT CHASE 36046-1123
ROBOT PANIC 36079-1243
ROBOT SPARE PARTS FACTORY 53004-1248
ROCKET SPELL 47344-1200
ROCKET SPELL C 47352-1200
ROLL DA DICE 36139-1279
ROMAN NUMERALS 28320-1347
ROOT WORDS 47179-1248
ROUGHING IT 47258-1141
ROUND ROBIN SCHEDULER 71002-1200
ROUNDING 28265-1200
ROUNDING OFF NUMBERS 28006-1016
ROWBOAT-CONSERVATION OF ENERGY 37050-1141
ROWBOAT-DINOSAURS 37045-1141
ROWBOAT-INVERTEBRATES 37047-1141
ROWBOAT-PLANTS 37046-1141
ROWBOAT-POLLUTION 37048-1141
ROWBOAT-WEATHER 37049-1141
RULE OF 78 33006-1279
RULER FRACTION 1 28268-1200
RULER FRACTIONS 2 28278-1200
RULER OBJECTS-CM 28284-1200
RULER OBJECTS-INCHES 28283-1200
RULER-CM 28266-1200
RULER-INCHES 28267-1200
RUN-ON SENTENCES 47145-1248

S

SALES/EXPENSE 17001-1123
SALVAGE (EXCRETION) 51003-1248
SAT VERBAL SKILLS-ETYMOLOGY 47120-0914
SAT VERBAL SKILLS-FOREIGN WORDS AND PHRASES 47125-0914
SAT VERBAL SKILLS-GREEK ROOTS AND PREFIXES 47121-0914
SAT VERBAL SKILLS-GROUP B 47123-0914
SAT VERBAL SKILLS-GROUP C 47124-0914
SAT VERBAL SKILLS-LATIN ROOTS AND PREFIXES 47122-0914

Alphabetical Index

SAVE THE WHALES 37028-1248
SAVINGS ACCOUNT MISER (THE) 60013-1279
SCARE CITY MOTEL 36083-1248
SCATTER-PARTICLE SCATTERING 62040-0279
SCHEDULING OF EQUIPMENT 67001-1016
SCIENCE CONTENT AREA READING 47011-1016
SCRAMBLE LETTERS 47343-1200
SCRAMBLE LETTERS 1 47333-1200
SCRAMBLE LETTERS C 47354-1200
SCRAMBLE SPELL 47342-1200
SCRAMBLE SPELL 1 47332-1200
SCRAMBLE SPELL C 47355-1200
SCRAMBLED LETTERS 47028-1016
SCRAMBLER (THE) 47246-1141
SCREEN EDITOR (VER 2.1) 76008-1140
SCREEN EDITOR (VER 2.2) 76009-1140
SCREEN-GRAPHICS-64 38006-0355
SEA WOLF 36171-1348
SEA WOLF 36157-1343
SECOND CHANCE 47254-1141
SECOND GRADE-TEN SECOND CLUB 28139-1141
SECOND GRADE-TWENTY PROBLEM CLUB 28140-1141
SECOND WIND (RESPIRATION) 51002-1248
SECTOR FIVE 28103-1248
SENIOR HIGH MATH I 11011-0307
SENIOR HIGH MATH II 11012-0307
SENIOR HIGH VOCABULARY I 47033-0307
SENIOR HIGH VOCABULARY II 47035-0307
SENSES 40010-1200
SENTENCE FRAGMENTS 47087-0914
SENTENCE PATTERN 47377-1200
SENTENCE SENSE-COMPLEX COMPOUND-COMPLEX SENTENCES 47307-1141
SENTENCE SENSE-CUMULATIVE REVIEW OF SENTENCES 47309-1141
SENTENCE SENSE-DANGLING MODIFIERS 47308-1141
SENTENCE SENSE-FRAGMENTS/ SENTENCES 47304-1141
SENTENCE SENSE-RUN-ONS/ SENTENCES 47305-1141
SENTENCE SENSE-SIMPLE/COMPOUND SENTENCES 47306-1141
SENTENCE STRUCTURE ERRORS-FRAGMENTS (B) 47090-0914
SENTENCE STRUCTURE ERRORS-MISPLACED MODIFIERS 47091-0914
SENTENCE STRUCTURE ERRORS-RUN-ON SENTENCES (A) 47092-0914
SENTENCE STRUCTURE ERRORS-RUN-ON SENTENCES (B) 47093-0914
SENTENCE STRUCTURE ERRORS-SENTENCE FRAGMENTS (A) 47089-0914
SERIES CIRCUIT ANALYSIS 27000-0307
SERIES/PARALLEL CIRCUIT ANALYSIS 27002-0307
SET 1 - MECHANICS 62032-0307
SET 2 - MECHANICS 62033-0307
SET 3 - MECHANICS 62034-0307
SETS 28057-0914
SHAMUS 36077-1243
SHAPES 15043-1347
SHARING SCIENCE - SERIES 2 37039-1141
SHARING SCIENCE - SERIES 3 37040-1141
SHARING SCIENCE - SERIES 4 37041-1141
SHARING SCIENCE - SERIES 5 37042-1141
SHARING SCIENCE - SERIES 6 37043-1141
SHARING SCIENCE - SERIES I 37038-1141
SHOOTING GALLERY 28143-1141
SHOOTOUT 36019-0448
SIMON 36043-1123
SIMON 36066-1243
SIMONS BASIC 76030-1343
SIMPLE MACHINES I 37016-1248
SIMPLE MULTIPLICATION AND DIVISION 28054-0914
SIMULATION ANNAM-THE STUDY OF A DEVELOPING COUNTRY 68002-1016
SIMULATION LINCOLNS DECISION 68000-1016
SIMULTANEOUS EQUATIONS (2X2) 11017-0307
SIMULTANEOUS EQUATIONS (3X3) 11018-0307
SIT/SET 47192-1248
SIX SECOND CLUB 28147-1141
SKETCH PAD & CHARGEN 38002-0584
SKIER 36061-1243
SKIER 64 36161-0355
SKY TOWERS 47221-1141
SLAM DUNK 28106-1248
SLOTS 36041-1123
SMART 64 TERMINAL(THE)-RELEASE. 1.20 21003-1350
SMOKING 40006-1141
SNAIL 22005-1141
SNAKEOUT 36116-0615
SNIFFLES 47211-1141
SOCIAL STUDIES WORD LIST-REGIONS 47188-1248
SOLAR SYSTEM (THE) 37002-0914
SOLVING EQUATIONS LEVEL I 11004-1016
SOLVING EQUATIONS LEVEL II 11005-1016
SOLVING EQUATIONS LEVEL III 11006-1016
SOLVING QUADRATIC EQUATIONS 11056-1282
SOME COMMON BASIC PROGRAMS-PET/CBM VERSION 93009-0814
SONAR SUB 36103-1248
SOOPER SCOOPER 28336-1347
SORE WINNER 47255-1141
SORT 76001-0431
SOUND 37012-0914
SOUND BOX 81008-1243
SOUNDTRAP 83008-0817
SPACE BATTLE 36047-1123
SPACE JOURNEY 28029-1093
SPACE QUEST 36126-1302
SPACE WARS 36045-1123
SPACE-PAK 36113-0615
SPECIFIC GAS LAWS 62012-0307
SPECIFIC HEAT CAPACITY 62010-0307
SPEED FACTS 28226-1200

Alphabetical Index

SPEED FACTS 1 28192-0120
SPEED FACTS 2 28193-1200
SPEED READING 47403-1347
SPELL 47340-1200
SPELL 1 47330-1200
SPELL C 47353-1200
SPELL M-O-N-E-Y 47139-1248
SPELL THAT WORD-AI ENDINGS 47315-1141
SPELL THAT WORD-COMMONLY MISSPELLED WORDS 47322-1141
SPELL THAT WORD-COMPOUND WORDS 47319-1141
SPELL THAT WORD-CONSONANT DIAGRAPHS 47313-1141
SPELL THAT WORD-EE AND EA WORDS 47316-1141
SPELL THAT WORD-IE AND EI WORDS 47317-1141
SPELL THAT WORD-IE ENDINGS 47314-1141
SPELL THAT WORD-LETTER C WORDS 47320-1141
SPELL THAT WORD-LETTER G WORDS 47321-1141
SPELL THAT WORD-LONG VOWEL SPELLINGS 47311-1141
SPELL THAT WORD-SHORT VOWEL SPELLINGS 47310-1141
SPELL THAT WORD-SILENT LETTERS 47318-1141
SPELL THAT WORD-VOWEL DIAGRAPHS 47312-1141
SPELLING (5 PROGRAMS) 47351-1200
SPELLING - IE OR EI 47109-0914
SPELLING PACKAGE 14000-1238
SPELLING QUIZ 47396-1347
SPELLING-A BATCH OF ENDINGS 47117-0914
SPELLING-HEARING THE HOMONYMS 47115-0914
SPELLING-MORE NASTY DEMONS 47112-0914
SPELLING-POSSESSING THE POSSESSIVES 47116-0914
SPELLING-PREFIXES OR SUFFIXES 47110-0914
SPELLING-SPELLING THOSE FLURALS 47114-0914
SPELLING-SPELLING THOSE PLURALS 47114-0914
SPELLING-STILL MORE NASTY DEMONS 47113-0914
SPELLING-THE END OF ENDINGS 47118-0914
SPELLING-THOSE NASTY DEMONS 47111-0914
SPELLTRONICS 47027-1016
SPRITE DESIGN/EDIT PACKAGE 76031-1346
SPRITE DESIGNER 38000-1303
SPRITE-AID 38007-0355
SQUARE ROOT 28322-1347
SS120-D VOLTAGE SURGE SUPRESSOR 83005-0977
STAKEOUT 36144-1286
STAR TREK 36040-1123
STARCROSS 36185-1333
STARFINDER 37080-1347
STARS 36106-1200
STARS 1 28198-1200
STAT 72000-0431
STATE CAPITALS 68089-1347
STATES AND CAPITALS 68032-1248
STATES AND CAPITALS 68076-1200
STATES AND CAPITALS 68024-1123
STATES GAME (THE) 68083-1116
STATES OF THE UNITED STATES 68017-0914
STATES-ARKANSAS 68038-1141
STATES-CALIFORNIA 68039-1141
STATES-CONNECTICUT 68040-1141
STATES-FLORIDA 68041-1141
STATES-ILLINOIS 68042-1141
STATES-INDIANA 68043-1141
STATES-MASSACHUSETTS 68044-1141
STATES-MICHIGAN 68045-1141
STATES-NEW JERSEY 68046-1141
STATES-NEW YORK 68047-1141
STATES-NORTH CAROLINA 68048-1141
STATES-OHIO 68049-1141
STATES-PENNSYLVANIA 68050-1141
STATES-SOUTH CAROLINA 68051-1141
STATES-TEXAS 68052-1141
STATES-VERMONT 68053-1141
STATES-WASHINGTON 68054-1141
STATES-WISCONSIN 68055-1141
STATIONS IN SPACE 47242-1141
STATISTICS SADISTICS 72015-1279
STEP BY STEP 22001-0006
STIMULATING SIMULATIONS FOR THE VIC 93013-0127
STOCK TICKER TAPE (THE) 33009-1279
STOICHIOMETRIC ANALYSIS 62026-0307
STOICHIOMETRIC ANALYSIS 62002-0307
STOICHIOMETRY-GENERAL 19008-0307
STOICHIOMETRY-MASS/MASS 19005-0307
STOICHIOMETRY-MASS/VOLUME 19006-0307
STOICHIOMETRY-VOLUME/VOLUME 19007-0307
STORY PROBLEM PRACTICE-ADDING AND SUBTRACTING 28157-1141
STORY PROBLEM PRACTICE-AREA/PERIMETER/VOLUME 28160-1141
STORY PROBLEM PRACTICE-AVERAGING 28159-1141
STORY PROBLEM PRACTICE-DECIMALS 28162-1141
STORY PROBLEM PRACTICE-FRACTIONS 28161-1141
STORY PROBLEM PRACTICE-MULTIPLYING AND DIVIDING 28158-1141
STORY PROBLEM PRACTICE-RATIO/PROPORTION/PERCENT 28163-1141
STORY PROBLEMS IN ADDITION AND SUBTRACTION 28066-1248
STORY TELLING SEQUENCE 47085-0914
STUDENT PAYROLL 67006-1030
STUDENT PROFILE 67016-1360
SUBJECT AND PREDICATE 47144-1248
SUBJECT-VERB AGREEMENT 47084-0914
SUBSTITUTE 47259-1141
SUBTRACT FACTS 0-5 28271-1200
SUBTRACT FRACTION 1 28240-1200
SUBTRACT FRACTION 2 28241-1200
SUBTRACT FRACTIONS 3 28288-1200

Alphabetical Index

SUBTRACT IT 28323-1347
SUBTRACTING WITH OBJECTS 28070-1248
SUBTRACTION 28097-1282
SUBTRACTION 1 TUTOR 28328-1347
SUBTRACTION 2 TUTOR 28329-1347
SUBTRACTION CONCEPTS 28289-1200
SUBTRACTION OF FRACTIONS 28039-0307
SUBTRACTION PROGRAM 28062-1238
SUFFIXES 47177-1248
SUM FUN 28124-1248
SUM-IT MOUNTAIN 28101-1248
SUNNYSIDE UP (REPRODUCTION) 51004-1248
SUPER BROKER (THE) 33010-1279
SUPER BUDGET 60001-1123
SUPER CHECKBOOK (COM-64) 60002-1123
SUPER CHECKBOOK (VIC-20) 60005-1123
SUPER SHOPPER 41013-1279
SUPERBUS 90000-0720
SUPR ACCESS-1 81002-0965
SURFS UP 47253-1141
SYMBOLS 1 28233-1200
SYMBOLS 2 28234-1200
SYMBOLS AND VALENCES DRILL 19012-0307
SYNDICATOR (THE) 60010-1279
SYNONYM SERIES 47184-1248
SYNONYMS 47394-1347
SYNONYMS 47363-1200
SYNONYMS 47132-0914
SYNTACTICALLY PERFECT - SERIES 22007-1141
SYNTACTICALLY PERFECT - SERIES 2 ... 22008-1141
SYNTACTICALLY PERFECT - SERIES 3 22009-1141
SYNTHESOUND 54001-1243
SYNTHY 64 54016-0355
SYSRES 76020-0674

T · U

TABLES 1-12 ADD AND SUBTRACT MULTIPLICATION & DIV 28005-1016
TABLES 1-12 AND ROUNDING OFF NUMBERS 28016-1016
TACHISTOSCOPE 47149-1248
TAIL SPIN 47235-1141
TAKE TEN-STORY COMPREHENSION SERIES 47208-1248
TALL ONES THE 47216-1141
TANK ARCADE 36002-0448
TANK TRAP 36070-1243
TANK WARS 36063-1243
TANKTICS 36010-0448
TAPE GENI (THE) 24005-1279
TAPE WORM (THE) 24006-1279
TARGET COMMAND 36117-0615
TARGET MATH 28068-1248
TAXMAN-INCOME AND EXPENSE 74000-1279
TELENGARD 36008-0448
TELLING TIME 15000-0914
TEMPERATURE CONVERTER (THE) 37053-1279
TEN...10 28128-1141
TENS 1 28196-1200
TENS AND HUNDREDS 15035-1200
TERMINAL ZONE 36034-0720
TEST TABULATOR 67009-1141
THE EMPORER WEARS A TUXEDO 47224-1141
THERE/THEIR/THEY'RE 47190-1248
THERMODYNAMICS I 62014-0307
THERMODYNAMICS II 62015-0307
THREE SECOND CLUB FOR RECORD SETTERS 28164-1141
THUNDERBOLT 36035-0720
THUNDERBOLT 37036-1248
TIC ATTACK 36146-0584
TIC-TAC MATH 28308-1347
TIC-TAC STATES 68088-1347
TICTACTOE FACTS 28225-1200
TICTACTOE FACTS 1 28187-1200
TICTACTOE FACTS 2 28188-1200
TICTACTOE SPELL 47341-1200
TICTACTOE SPELL 1 47331-1200
TICTACTOE SPELL C 47356-1200
TIMMY THE TURTLE 47233-1141
TIMS HOT ROD 47210-1141
TIMY BASIC COMPILER 76032-0355
TITRATION 19023-1141
TO/TOO/TWO 47189-1248
TOOTH INVADERS 40013-1343
TORG 36073-1243
TORPEDO ALLEY 37026-1248
TOTAL INTERNAL REFLECTION 62031-0307
TOTAL TEXT 78006-1344
TOTAL TIME MANAGER 17012-1344
TOTL LABEL 50007-1344
TOUCH TYPING TUTOR 59017-1286
TOUCH TYPING TUTOR 3.0 59016-1286
TOYSTORE 28332-1347
TRACK MY WEIGHT 59013-1279
TRAIL WEST 36085-1248
TRANSCONTINENTAL RAILROAD 68037-1248
TRANSPORTATION 68009-0914
TRANSVERSE STANDING WAVES 62016-0307
TREASURE PAK 36125-0615
TREK 36173-1348
TREK 36176-1349
TRIANGLES 28331-1347
TRIGONOMETRY I 11016-0307
TRIGONOMETRY II 11020-0307
TRIPPLE PLAY 36147-0584
TROUBLED WATERS 47230-1141
TROUBLESOME PRONOUNS 47183-1248
TUG O WAR 28125-1248
TUG OF WAR-THE CIVIL WAR 68066-1141
TUG OF WAR-THE KOREAN WAR 68070-1141
TUG OF WAR-THE REVOLUTIONARY WAR 68065-1141
TUG OF WAR-THE SPANISH/AMERICAN WAR 68067-1141
TUG OF WAR-WORLD WAR I 68068-1141
TUG OF WAR-WORLD WAR II 68069-1141

Alphabetical Index

TURTLE GRAPHICS 22003-1243
TURTLE GRAPHICS II 22004-1243
TURTLE TROT 28156-1141
TUTTI FRUTTI 28109-1248
TWO MINUTE WARNING 28104-1248
TYPE ATTACK 59001-0364
TYPE TO READ-SET A 47195-1248
TYPE TO READ-SET B 47196-1248
TYPE TO READ-SET C 47197-1248
TYPE TO READ-SET D 47198-1248
TYPES OF VARIATION 11034-0307
TYPING PRACTICE 59002-1123
TYPING TUTOR PLUS WORD INVADERS 59010-1303
UNITED STATES ROAD SIGNS 68081-1200
UNITED STATES TIME ZONES 68031-1248
UNIVERSAL TAPE INTERFACE AND DUPLICATOR 81010-0584
UPS N DOWNS 28111-1248
USAGE 47361-1200
USAGE BONERS 47181-1248
USAGE-IRREGULAR VERBS 47101-0914
USAGE-SUBJ/VERB AGRMT (A&B)PRONOUN/ANTECEDNT AGRMT A 47100-0914
USAGE-USING ADJECTIVES/ADVERBS CORRECTLY 47102-0914
USING PHONICS IN CONTEXT 47012-1016
USING REFERENCE TABLES INAN ALMANAC 49011-0914
UTILITY BILL SAVER 41008-1279

V

VAMPIRE CASTLE 36163-1348
VANILLA PILOT 76033-0439
VAP INVADERS 28119-1248
VECTOR 4609 PERIPHERAL INTERFACE PLUGBOARD 80000-1130
VECTOR ANALYSIS I 62020-0307
VECTOR ANALYSIS II 62021-0307
VELOCITY AND ACCELERATION 62043-1141
VERB (THE) 47141-1248
VERBAL PROBLEMS I 11021-0307
VERBAL PROBLEMS I - NUMERICAL RELATIONSHIPS 28046-0307
VERBAL PROBLEMS II 11022-0307
VERBAL PROBLEMS III 11023-0307
VERBAL PROBLEMS IV 11024-0307
VERBAL PROBLEMS IX 11029-0307
VERBAL PROBLEMS V 11025-0307
VERBAL PROBLEMS VI 11026-0307
VERBAL PROBLEMS VII 11027-0307
VERBAL PROBLEMS VIII 11028-0307
VERBAL PROBLEMS X 11039-0307
VERBS 47359-1200
VERBS-ACTION 47369-1200
VERBS-BEING 47368-1200
VERBS-HELPER 1 47370-1200
VERBS-HELPER 2 47371-1200
VERBS-REVIEW 47372-1200
VERSACALC 76002-0701
VIC ALIEN 36052-1123
VIC CAVE EXPLORER 36049-1123
VIC FILE 76006-1123
VIC FORTH 76014-1243
VIC LEMONADE 36143-1286
VIC MORSE 21008-1123
VIC RTTY 21010-1123
VIC SYNTH 54000-0637
VIC 20 USER GUIDE 93005-0814
VICKY CALC 33002-1279
VICTREK 36064-1243
VICVADERS 36048-1123
VIEWING VERBS 47301-1141
VIGOR-3 SLOT EXPANSION BOARD 80007-1326
VIM-16 8/16K MEMORY EXPANSION MODULE 80006-1326
VISIBLE SOLAR SYSTEM 37081-1343
VOCABULARY - LEVEL 10 47274-1141
VOCABULARY - LEVEL 11 47275-1141
VOCABULARY - LEVEL 12 47276-1141
VOCABULARY - LEVEL 13 47277-1141
VOCABULARY - LEVEL 9 47273-1141
VOCABULARY BUILDER - SERIES 1 47270-1141
VOCABULARY BUILDER - SERIES 2 47271-1141
VOCABULARY BUILDER - SERIES 3 47272-1141
VOCABULARY CROSSWORDS - LEVEL 10 47279-1141
VOCABULARY CROSSWORDS - LEVEL 11 47280-1141
VOCABULARY CROSSWORDS - LEVEL 12 47281-1141
VOCABULARY CROSSWORDS - LEVEL 13 47282-1141
VOCABULARY CROSSWORDS - LEVEL 9 47278-1141
VOCABULARY EXPANDER - GRADE 10 & 11 47284-1141
VOCABULARY EXPANDER - GRADE 11 & UP 47285-1141
VOCABULARY EXPANDER - GRADE 9 & 10 47283-1141
VOCABULARY SERIES 47185-1248
VOCABULARY SERIES I 47058-0307
VOCABULARY SERIES II 47059-0307
VOCABULARY SERIES III 47060-0307
VOCABULARY/GRADE 10 47074-0307
VOCABULARY/GRADE 11 47075-0307
VOCABULARY/GRADE 12 47076-0307
VOCABULARY/GRADE 7 47071-0307
VOCABULARY/GRADE 8 47072-0307
VOCABULARY/GRADE 9 47073-0307
VOLUME 28177-1141
VOWEL KONG 47405-1347
VOWELS (A-U) 47345-1200
VOWELS A 47346-1200

Alphabetical Index

VOWELS E 47347-1200
VOWELS I 47348-1200
VOWELS O 47349-1200
VOWELS U 47350-1200
VOWELS-A 47334-1200
VOWELS-E 47335-1200
VOWELS-I 47336-1200
VOWELS-O 47337-1200
VOWELS-U 47338-1200
VOYAGER 36018-0448

W

WALL 36090-1248
WARP 36098-1248
WARRIOR WORDS 47329-1141
WAS RECORD 21005-1123
WATTS UP 37029-1248
WAVES 62036-0307
WAY (THE) 47265-1141
WAZ RECORD 21006-1123
WHAT A NUISANCE 47243-1141
WHAT DOES RED MEAN 47214-1141
WHAT IS A GIANT 47236-1141
WHAT NUMBER IS MISSING 28067-1248
WHATS THE SENSE 47239-1141
WHATS UP 47218-1141
WHEEL OF FORTUNE WORD GAMES-ENTERTAINERS 47046-0307
WHEEL OF FORTUNE WORD GAMES-FAMOUS PLACES 47044-0307
WHEEL OF FORTUNE WORD GAMES-SCIENTISTS 47045-0307
WHEEL OF FORTUNE WORD GAMES-SONG TITLES 47042-0307
WHEEL OF FORTUNE WORD GAMES-SPORTS FIGURES 47047-0307
WHEEL OF FORTUNE WORD GAMES-STATESMEN 47043-0307
WHICH 2 ARE THE SAME 15020-1141
WHICH LETTER COMES NEXT 47153-1248
WHICH LETTER COMES NEXT (3G LIGHT PEN) 47154-1248
WHICH LETTER IS MISSING 15012-1248
WHICH NUMBER COMES NEXT (3G LIGHT PEN) 28075-1248
WHITE AS SNOW 47234-1141
WHO BUILT AMERICA 68015-0914
WHOS BRIGHT IDEA 47225-1141
WIND CLOUD 37032-1248
WINGS AND WHEELS 47217-1141
WITCH NUMBER 28321-1347
WIZARD OF WOR 36021-1093
WOOD HEAT 1 29000-0416
WORD CATEGORIES-HISTORY 47126-0914
WORD CATEGORIES-HUMANITIES 47127-0914
WORD CATEGORIES-LITERATURE 47129-0914
WORD CATEGORIES-SCIENCE/MATH 47128-0914
WORD CATEGORIES-WORDS OF SIMILAR APPEARANCE 47130-0914
WORD ELEMENTS-SERIES FOUR 47389-1116
WORD ELEMENTS-SERIES ONE 47386-1116
WORD ELEMENTS-SERIES SIX 47390-1116
WORD ELEMENTS-SERIES THREE 47388-1116
WORD ELEMENTS-SERIES TWO 47387-1116
WORD FUN 1 47404-1347
WORD FUNCTIONS 47392-1116
WORD GUESS SPELLING SERIES - LEVEL B 47204-1248
WORD GUESS SPELLING SERIES - LEVEL C 47205-1248
WORD GUESS SPELLING SERIES - LEVEL D 47206-1248
WORD GUESS SPELLING SERIES - LEVEL E 47207-1248
WORD GUESS SPELLING SERIES-LEVEL A 47203-1248
WORD MACHINE (THE) 78005-1343
WORD RELATIONSHIPS 47131-0914
WORD SEARCH 47159-1248
WORD WEAVER 47137-1248
WORD WIZARD 78000-1047
WORD ZAPPER I 47323-1141
WORD ZAPPER II 47324-1141
WORD ZAPPER III 47325-1141
WORD ZAPPER IV 47326-1141
WORD ZAPPER V 47327-1141
WORD ZAPPER VI 47328-1141
WORDS IN CONTEXT SPELLING SERIES - LEVEL A 47164-1248
WORDS IN CONTEXT SPELLING SERIES - LEVEL B 47165-1248
WORDS IN CONTEXT SPELLING SERIES - LEVEL C 47166-1248
WORDS IN CONTEXT SPELLING SERIES - LEVEL D 47167-1248
WORDS IN CONTEXT SPELLING SERIES - LEVEL E 47168-1248
WORDSPOT 47401-1347
WORKING WITH BASIC ADDITION FACTS 28071-1248
WORKING WITH BASIC MULTIPLICATION FACTS 28072-1248
WORKING WITH METRICS 28182-1141
WORLD DESERT REGIONS 68012-0914
WORLD MOUNTAIN REGIONS 68013-0914
WORLD POLAR REGIONS 68011-0914
WRITING COMPETENCY PROGRAM 47026-1016
WRITING MACHINE LANGUAGE QUIPS 76019-1141

X-Y-Z

YOUNG FOLKS SERIES - LETTER GAMES 15005-1166

Alphabetical Index

YOUNG FOLKS SERIES - MILK BOTTLES 15006-1166
YOUNG FOLKS SERIES - PUSS IN BOOT 15003-1166
YOUNG FOLKS SERIES - WORD FACTORY 15004-1166
YOUR COMMUNITY 68006-0914
ZAP 36036-1047
ZAP ADD 2-6 28263-1200
ZAP ADD 5-9 28276-1200
ZAP MULT. 2-6 28261-1200
ZAP MULT. 5-9 28275-1200
ZEUS 36172-1348
ZORK I 36181-1333
ZORK II 36182-1333
ZORK III 36183-1333

1-2-3 DIGIT MULTIPLICATION 28080-1282
1685 COMPU-TABLE 83004-0898
2 SCORES AND STANDARD SCORES 72012-0307
3G LIGHT PEN 83002-0530
32 BASIC PROGRAMS FOR THE PET COMPUTER 53000-0486
3D MAN 36136-1302
3D-64 MAN 36137-1302
5B WAS RECORD 21012-1123
5B WAZ RECORD 21013-1123
5BDXCC RECORD 21014-1123
64 FORTH 76017-1243
6502 PROFESSIONAL DEVELOPMENT SYSTEM 76021-1243
6502/6510 PROFESSIONAL DEVELOPMENT SYSTEM 76016-1243

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